



Rainbows, Unicorns and Hoverboards Making of OASIS

Story of a dream
at the University of Tampere

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UNIVERSITY
OF TAMPERE



Finnish universities are facing new challenges. With the 2009 university reform they became independent enterprises relying on their ability to attract students and research grants. Success depends on being appealing.

Supporting playfulness and collaboration are among the potential factors for increasing the attractiveness of universities as well as fostering learning and creativity. How could these factors be improved by developing learning and research environments? This is one of the topics studied by the Tampere Research Center for Information and Media (TRIM) at the University of Tampere in the Future Learning and Spaces for New Knowledge Creation project financed by University Properties of Finland (UPF).

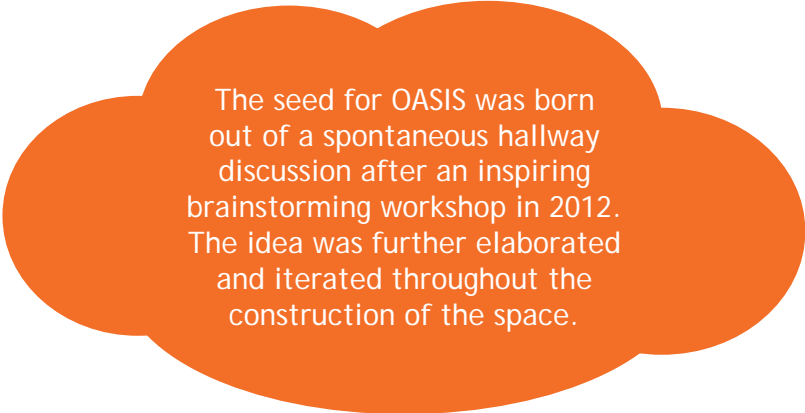
The study is intended to produce concrete and practical results. For this purpose UPF, together with universities, is currently financing demo projects where existing spaces get modified according to researchers' visions. OASIS is a space designed to promote playfulness and relaxed togetherness in a brand new way. The space has been enriched with innovative fixtures and furniture together with technological solutions. The space is intended to have a different feel and to promote a positive working culture.

My wish is that OASIS proves to be a success. I want OASIS to be a popular spot for researches, students and representatives of businesses to come together to boldly create new ideas and to learn to work in a new way together, thus showing which direction learning and research environments need to be developed in the future.



Tampere, February 21st, 2014

What is OASIS and how did it came to be?



The seed for OASIS was born out of a spontaneous hallway discussion after an inspiring brainstorming workshop in 2012. The idea was further elaborated and iterated throughout the construction of the space.

OASIS is a social learning and research space at the University of Tampere. The key characteristic of the space is its playful, elevated auditorium-like floor plan with bookshelves and four group stations with TV screens on the sides of the room. In addition to the big room, there is a small tube-like space underneath the highest step and a more conventional meeting room with open windows to the corridor and peek-windows to the OASIS.

OASIS is a research-driven space: the design of the space was informed by design research conducted at the Tampere Research Center for Information and Media (TRIM), and ongoing follow-up study of OASIS works as a basis for the future development.





*OASIS is designed as an **open**, social environment. OASIS encourages open culture, informal learning and casual information sharing.*

*OASIS is designed as a **playful**, shared environment. OASIS celebrates and supports play and playful activities as part of well-being and creativity.*

*OASIS is designed for **opportunistic** use, capable of supporting a range of different desires of the visitors.*

*OASIS is designed as an **informal**, social environment. OASIS maintains relaxed atmosphere and works as friendly resort in the middle of the campus.*

OASIS was built as one of the Indoor Environment research project demo spaces funded by University Properties of Finland (UPF), University of Tampere, and Tampere Research Center for Information and Media (TRIM). The core design team included researchers, students and staff: Annakaisa Kultima, Antti Syvänen, Kati Alha, Kati Koivu, Frans Mäyrä, Sami Serola, Timo Nummenmaa, Heikki Tyni and Klaus Törnkvist. The library design was conducted in collaboration with a library course run by Sami Serola and Päivi Lukin. All in all, there were several people involved in the project, including Taina Vimpari from the campus facility services of the University of Tampere and Erik Stenvall from BST-Arkkitehdit Oy.

The first ideas for OASIS were conceived in the beginning of the fall semester in 2012 and the design was approved as a UPF funded demo in November 2012. The architectural drawings and electrical designs were finalized during the following spring and the construction process began in March 2013. The construction process proved to be a challenge in communication - there was almost always some kind of misunderstanding of the details. Eventually the construction period stretched over almost a year. The planned deadlines were pushed back a number of occasions. The planned opening date was changed from optimistic May 2013 to Fall 2013 and later to year 2014. Finally the grand opening date was set to 6.3.2014.

OASIS is heavily rooted in design research. In order to chart the design space, we conducted surveys and interviewed people, ran workshops, conducted case studies, and tested the space with multiple people. The main focus in OASIS is the social design, something that we are looking forward to keep on developing and iterating. Here begins the journey.

VILLAGE

VOLCANO

OCEAN

FUNNY

DROP

DRAG

FOREST

AT

OR

LAUGH

SOMEONE

HAPPY

AND

BE

MAKING

I WILL

HA

SKY

VILLAGE

SOUNDS

PLEASE

CASTLE

CLOUD

SKY



February 2012 Survey on the student group work facilities
August 2012 The initial idea for OASIS presented
October 2012 Student group interviews
15.11.2012 Funding for OASIS secured
18.3.2013 Construction begins
18.4.2013 Construction of stairs begins
8.5.2013 Survey on preconceptions of OASIS
12.6.2013 Paint on the walls
6.1.2014 Installation of digital media system begins
5.2.2014 Setting up the library
February 2014 Closed beta groups
10-23.2.2014 Open beta period
6.3.2014 The grand opening

Examples of playful offices



We are the makers of future thinkers, yet our campus draws on conventions from the 1950s. To get informed and inspired, we looked at the leaders of the future offices. Here are a few of them.

Relatively early in the project, we started to look for inspiration from offices around the world. We searched the Internet for news, blog posts and descriptions of creative offices, browsed photos of their interiors, and selected the most promising cases that were exceptional in their creative, playful surroundings. We selected only a few of these cases to showcase here. These offices are concrete examples that the environment and the work culture really counts. Why wouldn't that be the case in a university, where the future employees are created?



OFFICES



Chiat Day Offices

DATE: 1993-96
New York City, USA

DESIGNER: Gaetano Pesce
(born 1939)

International offices in New York City. It has become a planning work concept of the office, turning the office environment into a variety of activities. Being, to quote Jay Chiat, "a place of dead paperwork" Chiat Day wanted was a total of the way offices were and designed, exploring and experimental "non-office" office etiquette. Staff no longer down designated rooms were flexible with floors saturated with power ports so that people took up to the system were within the office. But

also used diverse wall finishes such as painting and thick felt and "brickwork" made from casts of television remote controls, and, in keeping with his interest in acoustics, silhouetted doorways that recall advertising campaigns for important clients. A large staff locker room replaced the individual office desk and here Pesce introduced muted lighting to create a sense of privacy along with wooden cabinets to dispel the old image of conformity usually associated with the locker room.



Chiat Day Offices (1993-1996)

Ad agency Chiat Day, a pioneer of non-designated work spaces, encouraged employees to set up their work areas anywhere in the office. Flexible rooms supported this with floors and walls saturated with data-power ports and office equipment movable at will.

World famous advertising agency Chiat Day (Apple's 1984 campaign, among others) wanted to totally rethink the way offices were organized and designed. Gaetano Pesce's design for the agency's offices in New York aimed at rejecting traditional, formal office layouts and devising a stimulating playpen environment. Through Pesce's design the mundane building transformed into creative internal sections. The agency operated without hierarchy or individual desk spaces; employees worked wherever they wanted each day, and the space encouraged impromptu encounters and collaboration.

The already modern office also demonstrated how to design new kinds of playful interiors with many eccentric details, such as written messages and whimsical drawings on the floor and brick-like surfaces made from TV remotes.



Google Zürich

With over 800 employees, Google Zürich in Switzerland is the second largest of the Google offices, only the headquarters in California being bigger. Featuring various playful and unconventional elements, Google Zürich has become one of the best known offices in the world.

Playfulness is one of the key terms when looking at the Google Zürich office: to quickly reach other locations in the building, there are slides and firefighter poles. Different areas are designed with different themes, including a Switzerland theme with fake snow carpet, and ski gondolas and igloos as small meeting spaces. The unconventional use of objects, such as boats and bathtubs, is visible in various locations. The employees have voluntarily agreed to settle in smaller personal space, giving more room for various shared spaces and meeting pods.

The creativity of the people is not inspired only through the physical environment; there are inspirational talks given every day by invited speakers, and the employees are free to use 20 % of their time on projects of their own to create something new.

CASE: LEGO

Slide!



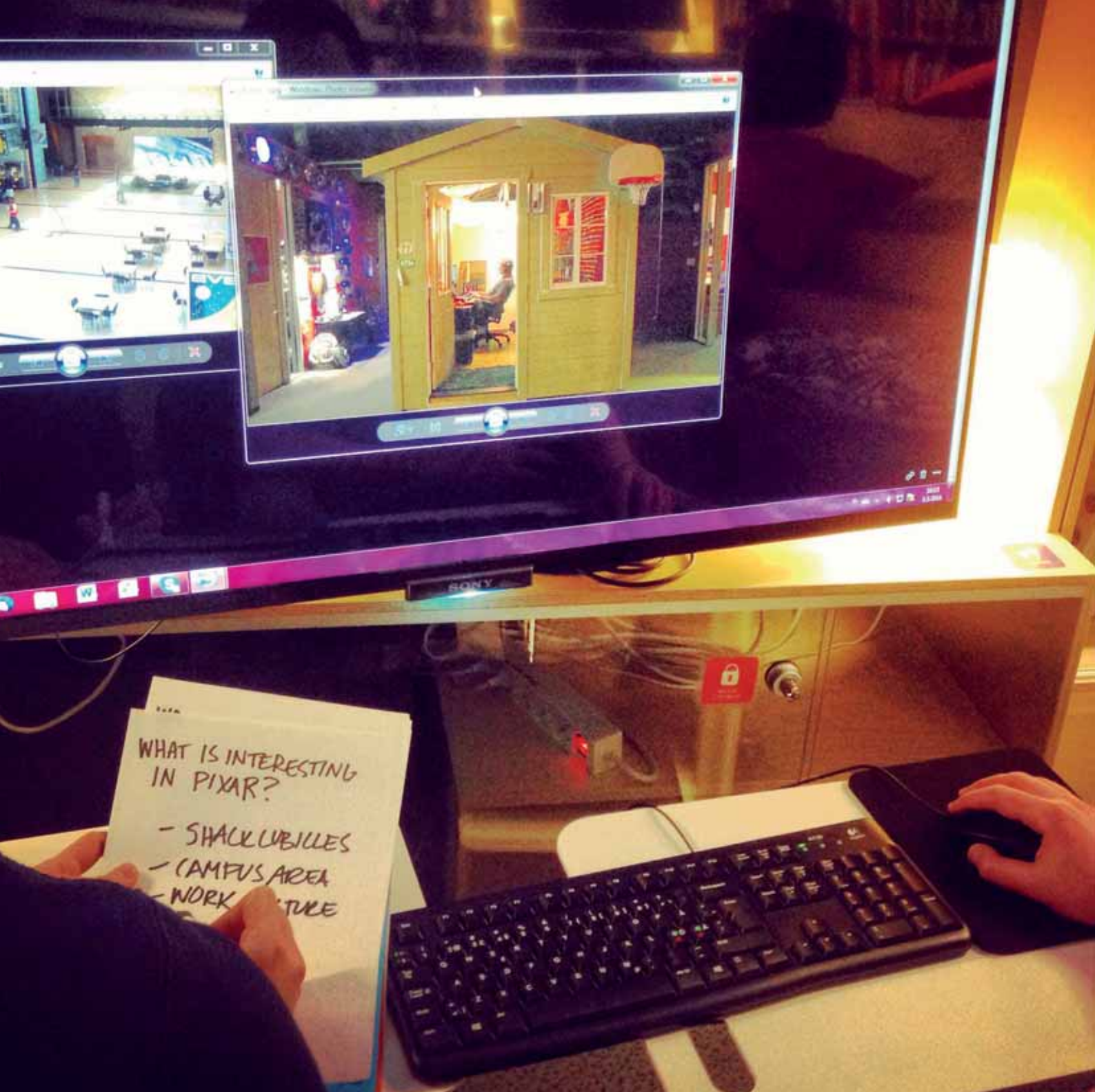
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LEGO PMD

LEGO PMD is the design center for LEGO's product development. Refreshingly well-lit in design, the office features teamwork fostering, two-story high open spaces, white and wooden surfaces with splashes of color, lots of LEGO models on display, and a tube slide.

Created in 2010 by Danish designers Rosan Bosch and Rune Fjord, LEGO PMD (Product, Marketing & Development) is a mix between stylishly modern interior design and an interestingly broken up floor plan. Residing in Billund, Denmark, the 2000-square-meter office complex is designed to be as open as possible. The office combines collaborative spaces (open meeting rooms, show-and-tell podiums) and private rooms (individual offices, enclosed meeting rooms and a "Fun Zone" where focus groups test new models) to support the different stages of product development.

The design of the office is very light and fresh, featuring white surfaces with splashes of stimulating color, accented with calming blues, greens, and warm wood. The large, two-story high space is highlighted by an aerial walkway covered in cloud-like padding and a playground slide: a long metal tube providing fast access to the lower floor. There are cartoonishly oversized wall graphics, including one of the LEGO man, and lush, built-into-the-table bonsai gardens.



WHAT IS INTERESTING
IN PIXAR?

- SHACKLEBILLES
- CAMPUS AREA
- WORK CULTURE

Pi x a r S t u d i o s

The Pixar Studio headquarters, a 18 600 square meters, steel and masonry building, features a large central piazza, restaurant-like dining areas, and a fitness center. As contrast, employee workspaces are nested in cozy “shacks” evoking intimacy and warmth.

Located in Emeryville, California, the Pixar campus is built on a fifteen acre site and was initially designed to house 600 employees. At the core of the main facility, designed by Bohlin Cywinski Jackson, is a large atrium that acts as a central piazza for the campus. Facing this public space are the offices, a 600-seat THX-standard film theater and two forty-seat screening rooms. The piazza includes an arrival lobby and registration area, a cafe and a fitness center. The employee work areas feature cozy, shed-like cubicles and other den-like workspaces customized by each employee. The displayed art features huge movie replicas and Pixar artwork found all over the building. There are also arcade cabinets and a pool.

The landscape plays an unusually important role in unifying the campus with many seemingly undiscovered places to walk, sit and talk, or eat lunch. It includes a 600-seat outdoor amphitheater, a soccer field, and an organic vegetable garden, flower cutting gardens and a wild flower meadow.



Etsy

Etsy is an e-commerce website focused on - often playful - handmade items and arts and craft supplies. Its headquarters reflect the ideology of the company by incorporating “yarn-bombed” air conditioning ducts, handmade wooden desks and paintings from which octopus tentacles burst out.

Etsy's head office is located in DUMBO, Brooklyn. The site's technology, customer support, marketing/PR, business and communications teams operate out of this office. Etsy has been described as “a crafty cross between Amazon and eBay,” and as “your grandma's basement.” In front of the receptionist is a rough-hewn wooden desk, behind him a tree branch lamp. In the main hall employees stand in front of handmade wooden desks that can switch between stand-up and sit-down height via a clever mechanism, while a sleepy small dog lays on the wooden plank floor.

There are huge telephones made out of leather, deer heads on the wall with yarn-bombed antlers, several murals on the walls, plushie cuckoo clocks and manual typewriters, classic phone boxes that open into people's offices and an indoor bike rack. Naturally, according to company PR, everything in the office comes from the site or was hand-made.



Evernote

Evernote is a notebook software company based in Redwood City, California. The company maintains a very open structure, with no offices, no signs of seniority, unlimited vacation (as long as you get your work done) with travel money, and free housekeeping.

Though there are differences in compensation, there are no status symbols or titles, as the company considers them to be unnecessary barriers to communication. There are also no landline phones, and any long email threads are discouraged. People are instead encouraged to go and talk to the person they have business with, whether he or she is next to you or two stories away. There is also an always-on, real-time video wall between the two biggest Evernote offices, while an Anybot, a remote controlled robot, allows CEO Phil Libin be tele-present and have conversations even when he is gone.

Employees can take as much vacation as they want, as long as they get their work done. Fearing that people would simply stop taking vacation because of the “ultimatum”, the company started to reward employees with \$1000 spending money for taking at least a week off on a real trip. The company also provides free housekeeping for the employees’ homes, aiming to please also the spouses and significant others.



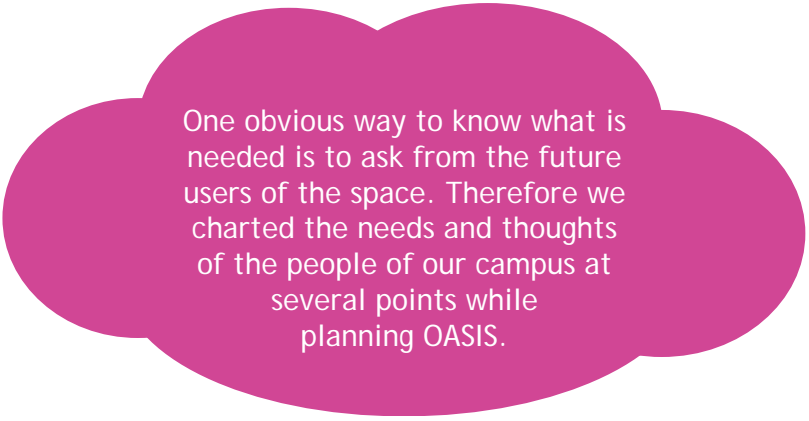
Three Rings

Three Rings is a small game development studio located in California. The uniquely decorated office has been turned into a steampunk deep space exploration ship inspired by Jules Verne.

The submarine theme of Three Rings can be seen everywhere: the floor, the walls, the workstations, and even the bike rack have all been modelled to suit this theme. To further stress it, the company CEO, Daniel James, often even dresses according to the theme. The playfulness of the interior of Three Rings can be seen not only on the careful abiding to the theme, but is also enhanced by a game room featuring a giant plush squid and a secret room with a hidden door.

For a small studio like Three Rings, it is crucial to have the best possible people. The fun environment is supposed to inspire and keep the talent in the company, as well as bring new talented people in. The environment also increases the time the employees wish to spend at the workplace, be it working or just gaming with co-workers during the evenings, and the common social activity further enhances teamwork.

Our campus research



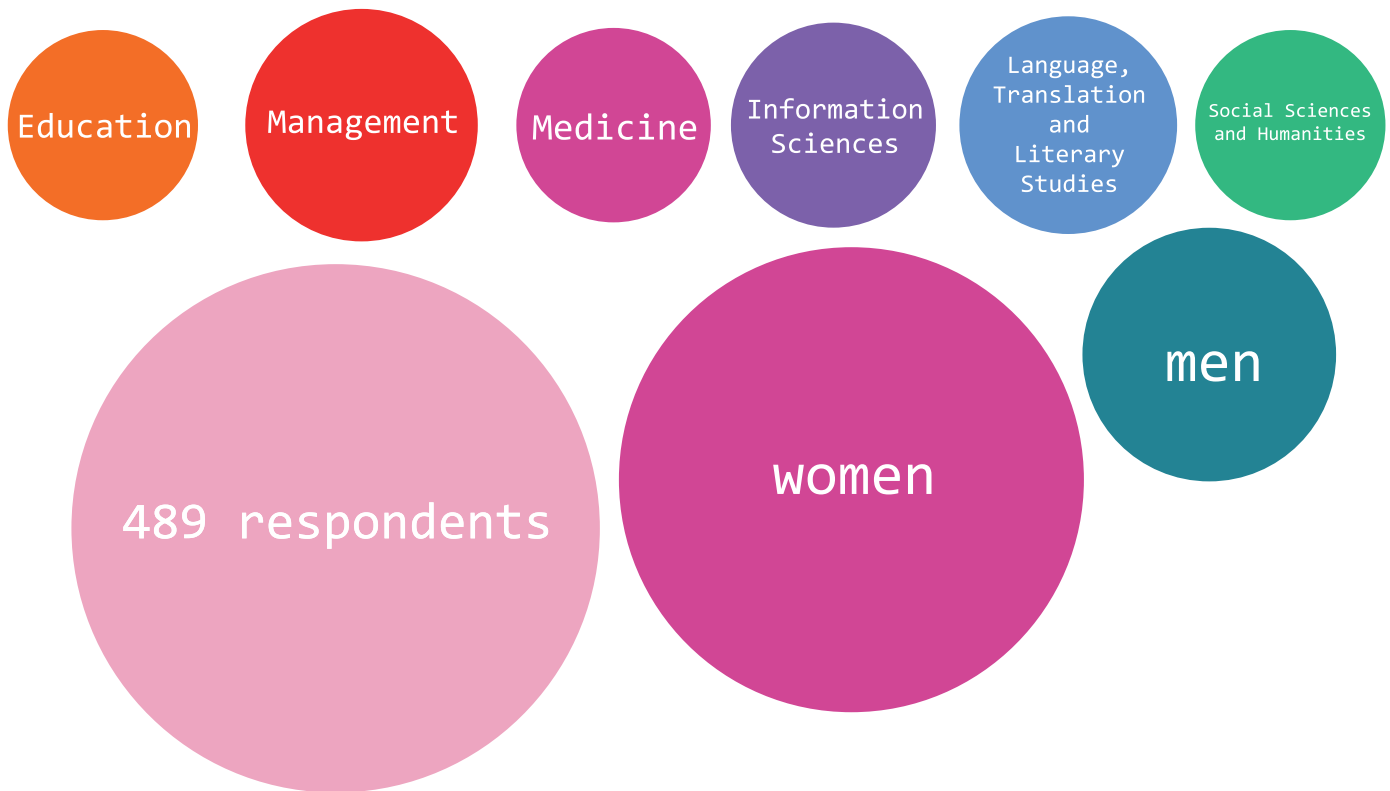
One obvious way to know what is needed is to ask from the future users of the space. Therefore we charted the needs and thoughts of the people of our campus at several points while planning OASIS.

The existing group work spaces

To make something new, one needs to know how the old is perceived and how the needs are being fulfilled. Two years before opening OASIS, we conducted a survey on how the students see and use the facilities.

During spring 2012, a survey study on student on-campus group work, personal computing preferences and group work space satisfaction was conducted. OASIS was yet nothing but a distant dream. Altogether 489 University students answered the online survey of which 378 were women and 111 men. Student age ranged from 18 to 53 years with a median age of 23. Median years of studying was 3 years. The students were grouped according to the school structure for clarity instead of using more than 50 different major subject areas that were reported.

The University of Tampere has two separate campuses: main campus near the city centre and Kauppi campus for School of Medicine 2,7 kilometers away. Students majoring in medicine spend most of their time on the Kauppi campus and therefore they form a separate group from the rest of the students.



The survey revealed that students in general are not very happy with the available spaces for group work. There are not enough of them and the facilities are inadequate. The majority of students only considered the reservable group working rooms and their deficiencies, while the informal spaces were either scarcely available or overlooked. There was one exception; the most prominent informal space, the cafeteria at the main building was reported as a favored location for group work.

The lack of proper spaces affects the wishes of the students as well. When asked about their dream space, the students wanted very basic things: a room with a computer and some basic furniture, sometimes a bit of color - it is almost as if wishing for anything more might be a pipe dream.

“

“The group work space of my dreams would be one that simply exists to begin with!”

“In my opinion there isn't enough information available on current group work spaces.”

SOME SATISFIED, SOME NOT

47,9% of students were at least somewhat satisfied on the group working spaces, while 41,1% were at least somewhat dissatisfied.

The satisfaction was at approximately same level in all schools except two: in the School of Medicine students on their private Kauppi campus with proprietary working rooms were significantly more satisfied: as much as 70,1% were at least somewhat satisfied while only 16,4% remained unsatisfied. The School of Management students differed to the contrary with lower satisfaction: only 34% of the students were at least somewhat satisfied while 57,5% were at least somewhat dissatisfied.

“I think the current ones are fine for punctual studying, but for contemplation or more casual planning a more relaxed space would be better. Have some arm chairs and other less formal things.”

“Doesn't take much: chairs and a table.”

“The university needs to have at least one large computer lab where you don't have to be quiet. The current state of affairs is unbelievably weak. Free group work spaces are really hard to find at the university. There is clearly more demand than supply for these spaces. The situation is completely unbearable.”

“

“I think it’s enough to have a space which lets you have conversations freely and has computers and internet access.”

“I wish the university had more spaces where you could spontaneously sit down to study or have discussions.”

TRADITIONAL ROOMS PREFERRED

Even though people were not that satisfied with the university spaces on main campus, the location for the actual group working still happened almost always on campus. The most popular building on campus for group work activity was Linna, the university library. However, as a group working space, the actual library space was rarely a preferred type of space - the reservable group working rooms located in library were. All in all, the rooms reserved for group working in general were clearly the favorite choice of space types.



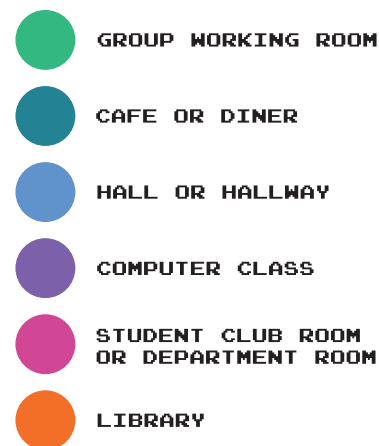
Would you rather do group work at the campus or elsewhere?



Where would you prefer to do group work (building)?



Where would you prefer to do group work (room type)?





“Reservable group work spaces are often booked weeks in advance and computer rooms require absolute silence. Because of this I’ve mostly done group work at the Alakuppila.”

“Official group work spaces are functional, but they could be less like lecture halls and more comfortable.”

“Many group work assignments are handed out very close to the deadline and thus require you to start working on a tight schedule. If all the spaces are reserved, you have to work for example out of the canteen.”

CAFETERIA AS A BACK-UP PLAN

One of the reasons for preferring the actual group working rooms comes from the requirement for privacy and peacefulness, which were the single most important thing by far in a group working space. The access to computers were the second most important thing - this even though a good percentage (89,7%) of students have their own laptops. In this sense there seems to be only little BYOD (bringing your own device) culture.

The students also reported that the group working rooms are often fully booked so other available spaces are sought. This may be one of the reasons that from specific locations for group work, the favorite was Alakuppila, a cafeteria in the main building. The other cafeterias or restaurants on the campus did not share the popularity of Alakuppila, and most likely it is the open feeling and the sofa-like furniture that makes it a favorite location. It also has quite many tables and seats, ensuring that there usually is still room when the group working rooms have already been taken.



Which are the most important features in your dream group working space?



PRIVACY OR PEACEFULNESS



COMPUTERS



COMFORTABILITY OR COZYNESS



BOOKING



LOCATION



AVAILABILITY



OTHER



“

“Reservable group work spaces are often booked weeks in advance and computer rooms require absolute silence. Because of this I’ve mostly done group work at the Alakuppila.”

MODEST DREAMS

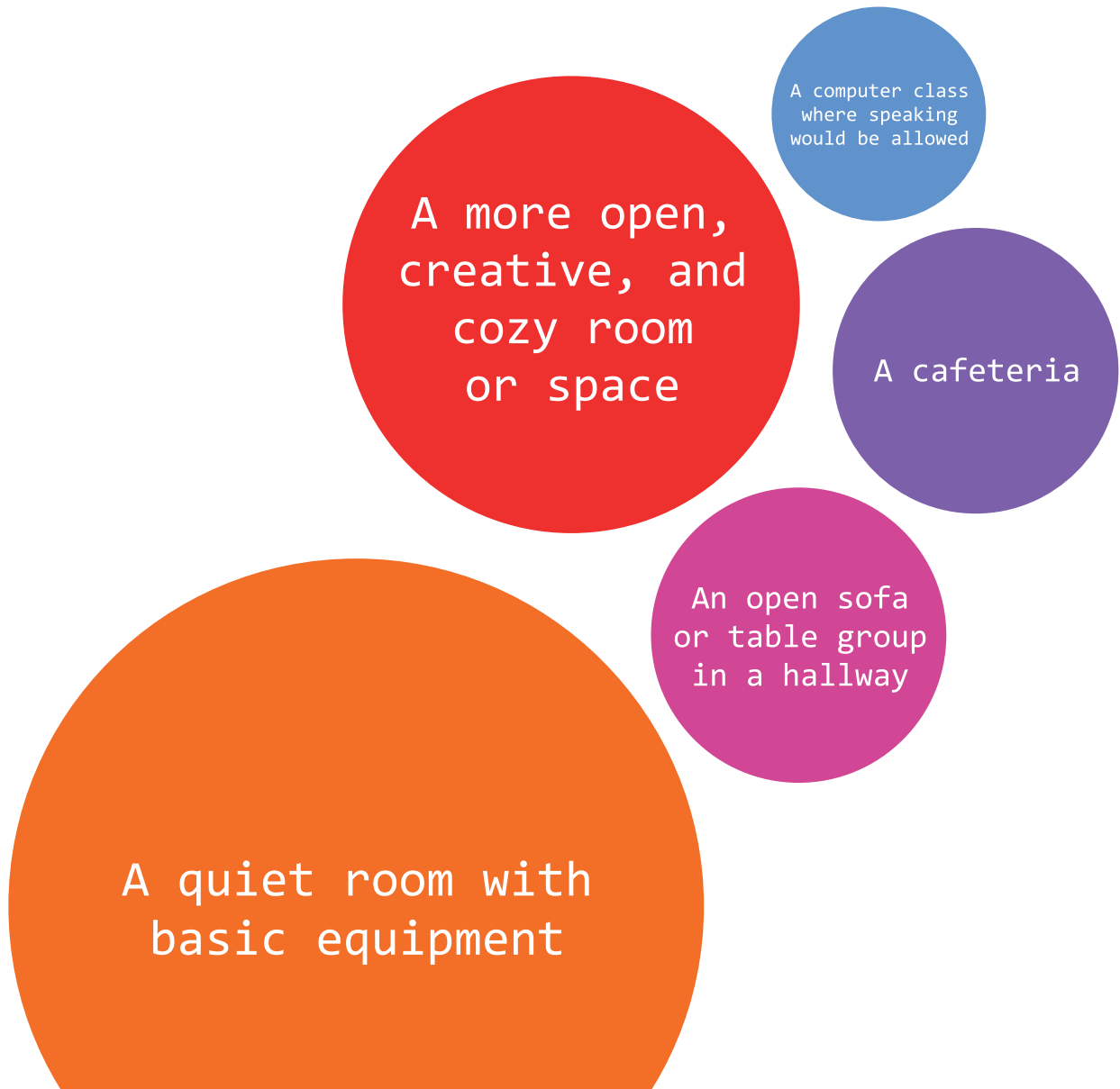
The respondents were asked what their ideal group work space would be like. 325 of the 489 respondents answered the question. The only instructions for answering the question were that the space could be not just a room but also a lobby, a hallway, a café etc., and that they could describe for instance tools, services, and decoration. This way the students had the freedom to describe the space to be anything they wanted. However, quite surprisingly almost all of the responses described very basic and ordinary spaces, much like the ones already on the campus.

More spaces!

A possible reason for the mundanity of the dream spaces is, that even the most basic needs of the students are not filled. Each of the five types of “dream spaces” exist at the university, but they are not good enough or there is a serious lack of them. For instance, there already are multiple closed group working spaces, but the number of them is nowhere near the needs of the students. The existing rooms are often booked weeks beforehand, group work cannot take place on the fly. When it comes to sofa groups along the hallways, it was stated that there are both possibilities and the need for much more; the halls of the university are too empty and bleak.

Cover the basics!

When it came to technology, computers were by far the most needed equipment of the rooms, and many times it is not enough to have only one computer in the space, which is currently the case. While other technologies got nowhere near the frequency with the computers, a projector was mentioned relatively often. Some complaints were about the bad quality of the wireless internet connection, while others wished sockets for laptops; all of this are very basic needs for efficient group working of today, but these needs are not usually met.



“A WLAN connection that WORKS. A WLAN you can connect to without problems. A WLAN with a strong connection. A WLAN that is fast. Before any unnecessary necessities like colourfulness or coziness you should get the basics working.”

“As far as decoration goes, these group work spaces could occasionally feature something other than white paint.”

“Near everything, but offering some solitude.”

“The university includes a lot of gloomy and empty lobby spaces where nobody feels comfortable or meets anyone. The main building is one big graveyard.”

“The university is always really cold, whether at summertime or winter. Feeling cold is really unpleasant and really doesn't make you want to work.”

“

“I think it’s enough to have a space which lets you have conversations freely and has computers and internet access.”

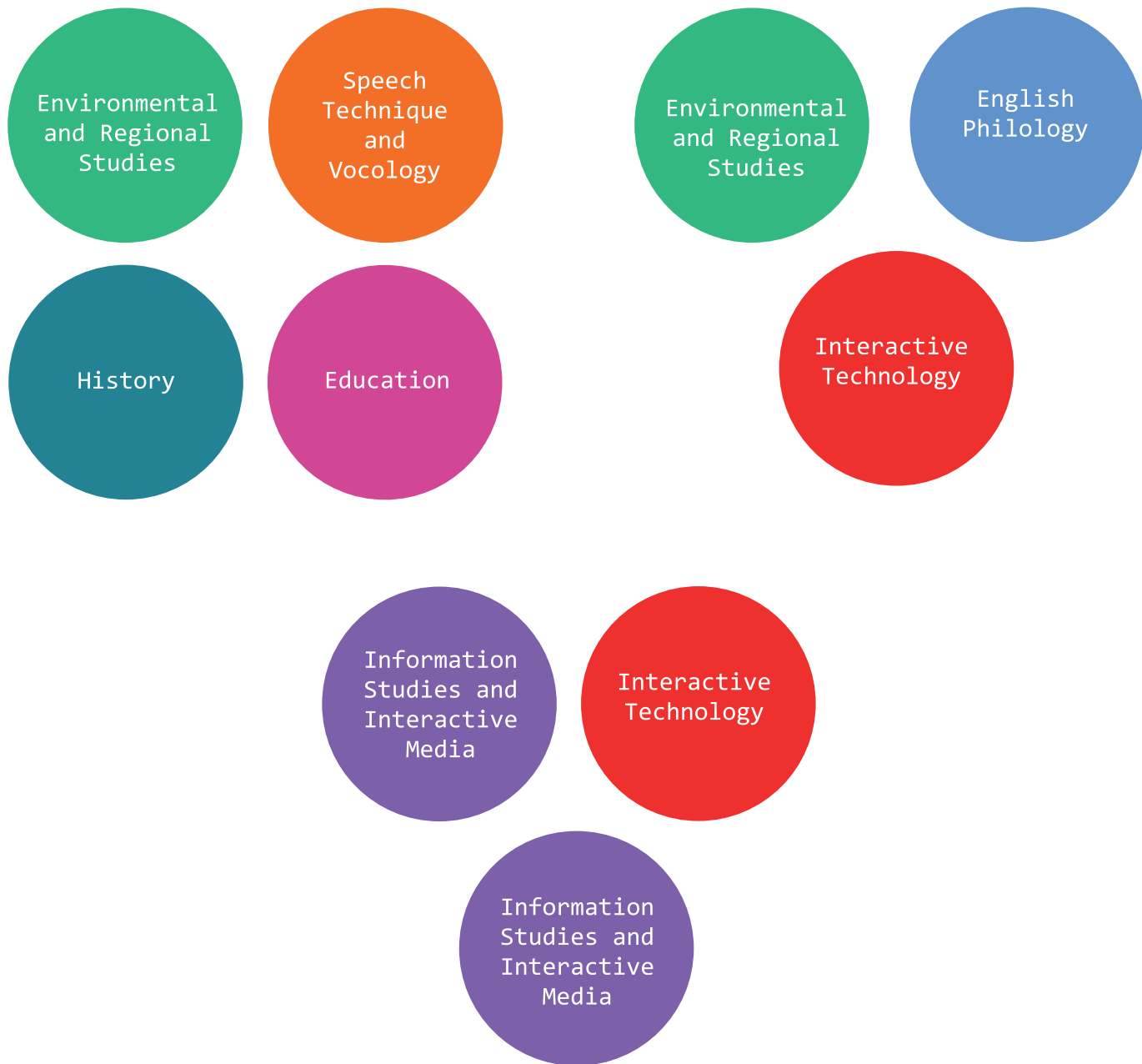
“I wish the university had more spaces where you could spontaneously sit down to study or have discussions.”

Ideal spaces

Based on the survey we already knew a lot. But you can only get so far with a survey. To dig deeper, you need to give people a chance to discuss openly. We sat down with students and let them explain.

In addition to the survey study on the students' use of campus, we conducted group interviews. During fall 2012 the survey respondents who had expressed their will to participate in follow-up studies were invited to take part into both brainstorming workshops and interviews on University of Tampere campus spaces. Altogether 7 participants arrived to the interviews, and were divided into two groups of 3 to 4 students with mixed major study backgrounds. In addition to this, one group of 3 people was formed from the active students of interactive media and game studies.

The interview themes covered basic needs and future conceptions for the campus, the significance of available ICT, the capability to use personal devices, and the blending of free time and study. The interviews were conducted after the workshops where the students had just ideated concepts for the future campus. The interviews took place in the same location where OASIS would eventually be built, with the construction just about to start.







All three discussions carried roughly the same message: University of Tampere from the point of view of main campus students is not a place to hang around. Students feel like they are not welcomed to the campus, and are rushed to leave the premises as fast as possible. The spatial solutions do not provide enough opportunities for daily networking.

Main campus students consider the interiors cold, bleak, dour and boring, and there is simply not enough places to sit around. A simple request from all three groups is to have more comfortable sofas to sit while waiting for the next lecture or discussing with peers.

The information of group working rooms is hard to find, and they do not fit to the spontaneous use as they are often already taken. If resources wouldn't be scarce, students would prefer to have diversity in spatial arrangements: places to be social and places for solitude and rest.

What is the
University of
Tampere main
campus like?



BLEAK

UNIMAGINATIVE

UNCOMFORTABLE

CLINICAL

DOOR

UNINTERESTING

BORING

FUNCTIONAL

CONVENTIONAL

INHUMAN

BORING

INSTITUTIONAL

ODORLESS

CONVENTIONAL

TOO OFFICIAL

NOT APPEALING

UNPLEASANT

STREAMLINED

COLD

COLORLESS

SCENTLESS

airy
luminous
spacious

“

*“Maybe we should
organise a protest and
start sitting on floors.”*

“It might be a good idea to get more people involved with what kinds of stuff they want. You could ask students or the staff and involve them in the brainstorming process. So that they could work together. And in a way not only think about what to do, but authorise it as well, kind of get to build it together. It would feel more like our thing if we got to have a say in it.”

“Somehow it feels like the university is trying to get us to move and stand more because there aren't any sitting areas available. You already sit plenty during lectures, so for the love of Pete don't sit between them as well. Stand instead. There just aren't many places to hang around in. Does it look better somehow if everyone is leaning on tables rather than slumped in a chair somewhere. Maybe we should organise a protest and start sitting on floors.”



“

*“Once again it’s like
‘just move through here
quickly but don’t hang
around here. Just go
where you have to and
hurry up. Whatever you
do, don’t stay here in the
meantime.’”*

“And places where you could combine work and just hanging around. After all, the university is a place where you spend many years of your life and many hours each day. It'd be nice to have it so you could do work there, but also socialise and hang around like you were at home. Because it's entirely possible to have a day where you get out of a morning lecture at 10 AM, and then your next lecture isn't until 1 PM. When that happens, if you live even a bit further away from the university, you might not leave in the meantime. Because you're spending the day here anyway, it'd be nice to have some place to pass time.”

“Combining comfort and quiet is pretty hard at the university. If there's room and fairly empty at the Alakuppila, maybe you can work there. But if you want to talk in a big group, then it's hard because many of the places that have seating spaces and computers are silent.”

“That kind of generic hanging around space needs to be open, but you could have smaller nooks in a corner for people who want to work in a quieter area. Maybe for serious group work the spaces could be somewhat enclosed so we could have the peace and quiet we need. Somehow have both.”

“Maybe the saddest thing is the unused space. There are lots of really big spaces where nothing much ever happens. They could easily work as common hanging around areas if we could just utilize them. If you modified them a bit and opened them to others, they'd be easy to go to and they'd be on the common path. But instead they are just empty. I can't understand not utilising space.”

“So we wouldn't always have to plan ahead by a week and make early reservations on when we want to meet and where.”

“There are tons of spaces in the university which you don't even remember are there. If we did, we'd probably use them a lot more.”

“That's true for me as well. I didn't really get to know what kind of group spaces they have here until my second year. And even then I had to hear it from older students. I was in a group with them and they were all like 'let's reserve a group work area'. And here I was having spent my first year not even knowing they existed or that it's a big process to even get one. They aren't talked about enough.”

“

“It needs to be a cozy space where you could spend your free time, so this doesn't feel like a government bureau where you only go when you absolutely have to. And now that we don't have any general spaces for hanging out in, we just go from lecture hall to lecture hall. We can't break free between lectures. It just feels like quickly moving from one place to the next in a hurry.”

“

“Free spaces to hang around in or easy to congregate in. They could be pretty much everywhere.”

“

*“Did someone mention
the sofas already? ;)”*



“

H4: “Not the purple seats they have there right now. The ones that have a piece of a table at the end.”

H1: “Those are awful.”

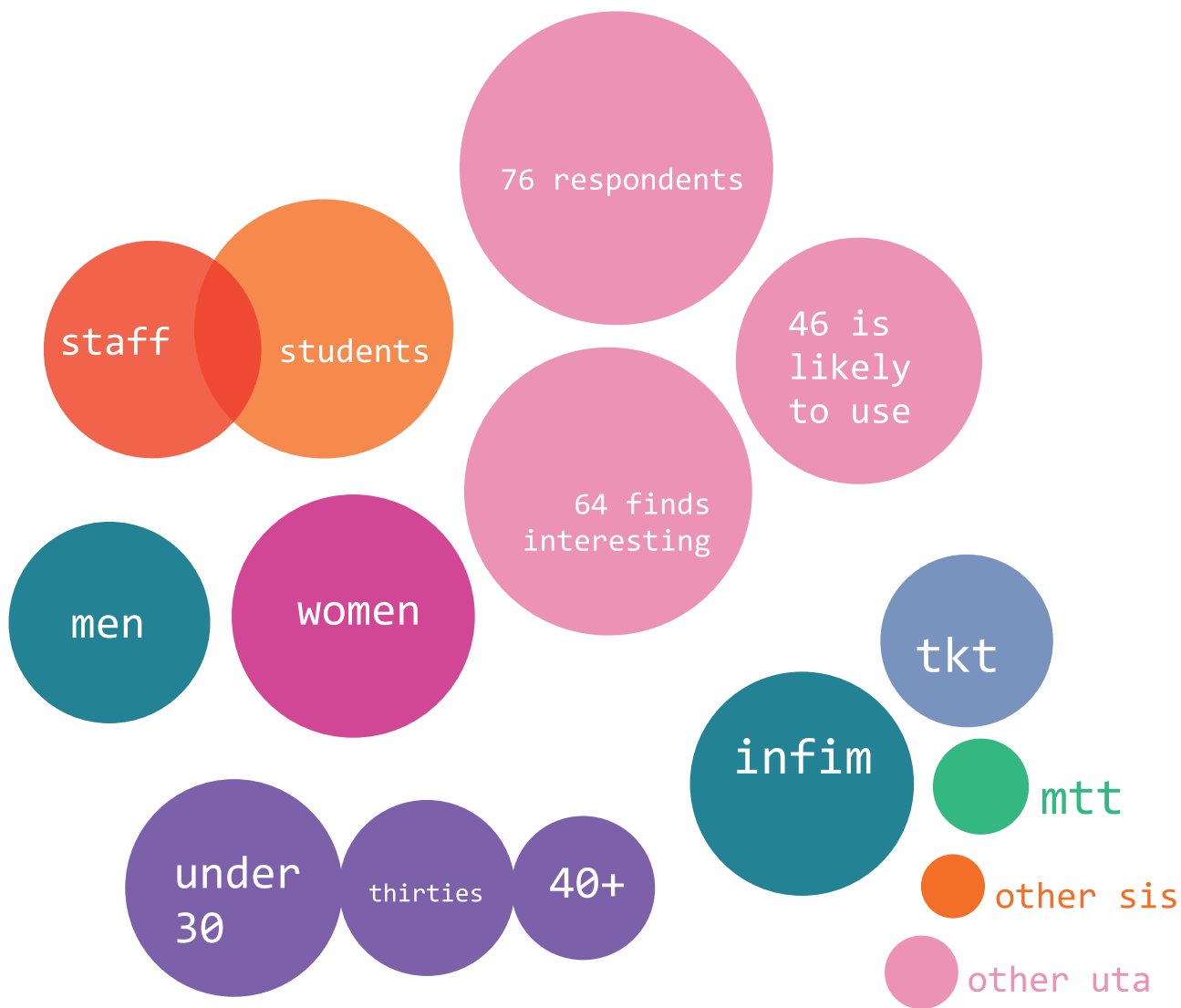
Preconceptions of staff and students

One year prior to the opening of OASIS as the doors were closed and the construction workers had started their work we asked how our students and staff saw the future of OASIS.

A survey study on preconceptions of forthcoming OASIS space was conducted on School of Information Sciences staff and students in Spring 2013 - one year before the space was opened. The construction had just started and the doors were covered with plastic sheets. Sounds of drills and hammers wafted far. We sent an invitation to staff and student mailing lists to answer to an online-survey of preconceptions of OASIS.

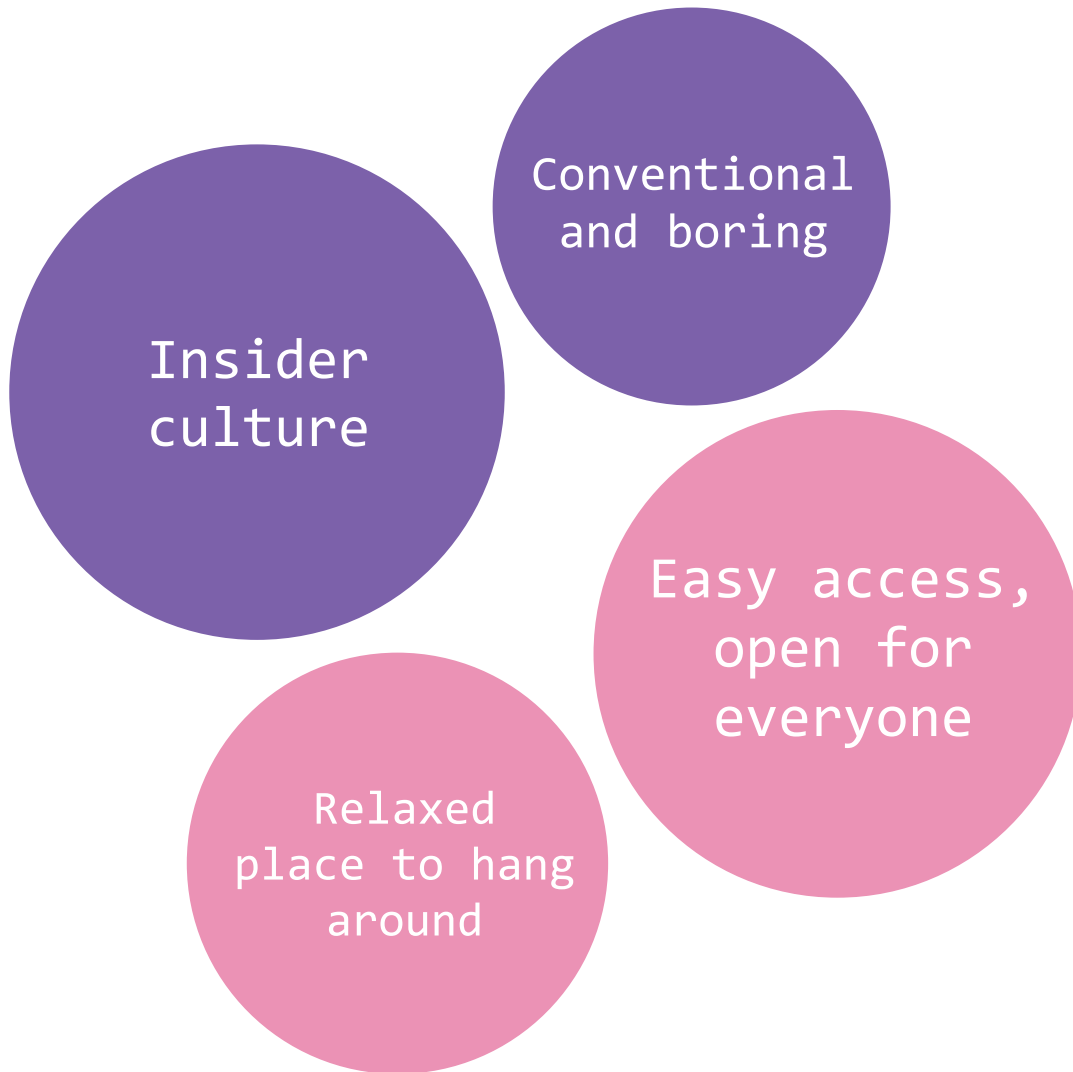
Altogether 76 answers were collected. 36 staff members answered the online survey of which 17 were women and 19 men. Median age was 39 years. 52 students answered the online survey of which 36 were women and 16 men. Median age was 28. Some respondents were both staff and students. Median age of all respondents was 30. Represented backgrounds of respondents were information studies (39), computer sciences (23), mathematics and statistics (7), other representatives of the School of Information Sciences (SIS) (3), and representatives of other departments of University of Tampere 4.

The informants were asked to indicate how interesting they considered the upcoming space to be, how likely they considered that they would use the space in the future; how much they knew about it and what were their hopes and fears for the space.



Out of 76 respondents, 64 (84%) considered the upcoming space at least somewhat interesting and 46 (60%) respondents found it at least somewhat likely that they would use the space. Some of the respondents were not quite sure how the space would fit to their work and everyday life, but they were curious to see what would be the end result.

The sample was small, but presented recurring fears and hopes - it was well saturated. A common fear was that the space would create an insider culture, a clubhouse that would be open only in certain occasions and for certain people or that it would be always occupied by the same people and that others would feel they do not belong. In comparison, it was also expressed within the hopes: that the space would be easy to approach and encourage open culture. Other common fears were that the space would be too conventional and it was hoped the space would be novel and provide true variation within the campus. Altogether our data reveals the pressure for spaces like these on our campus: there simply is not enough comfortable places to hang around and to collaborate.



Fears

Insider culture

The space is open only for certain groups or it is taken over by certain people or clique. Other visitors might feel themselves as outsiders, and if entered, given dirty looks. It is unclear who can use the space. If there are more students than staff, staff don't want to spend time in the space or vice versa. Bad experiences on student club houses with insider culture.

Conventional and boring

The space will be traditional and conventional: an office space, lecture hall, computer room, lobby or library. The space is rigid and stale, there are old furniture, ancient books, outdated research posters, broken electronics and dust. The space is boring.

Noisy and restless

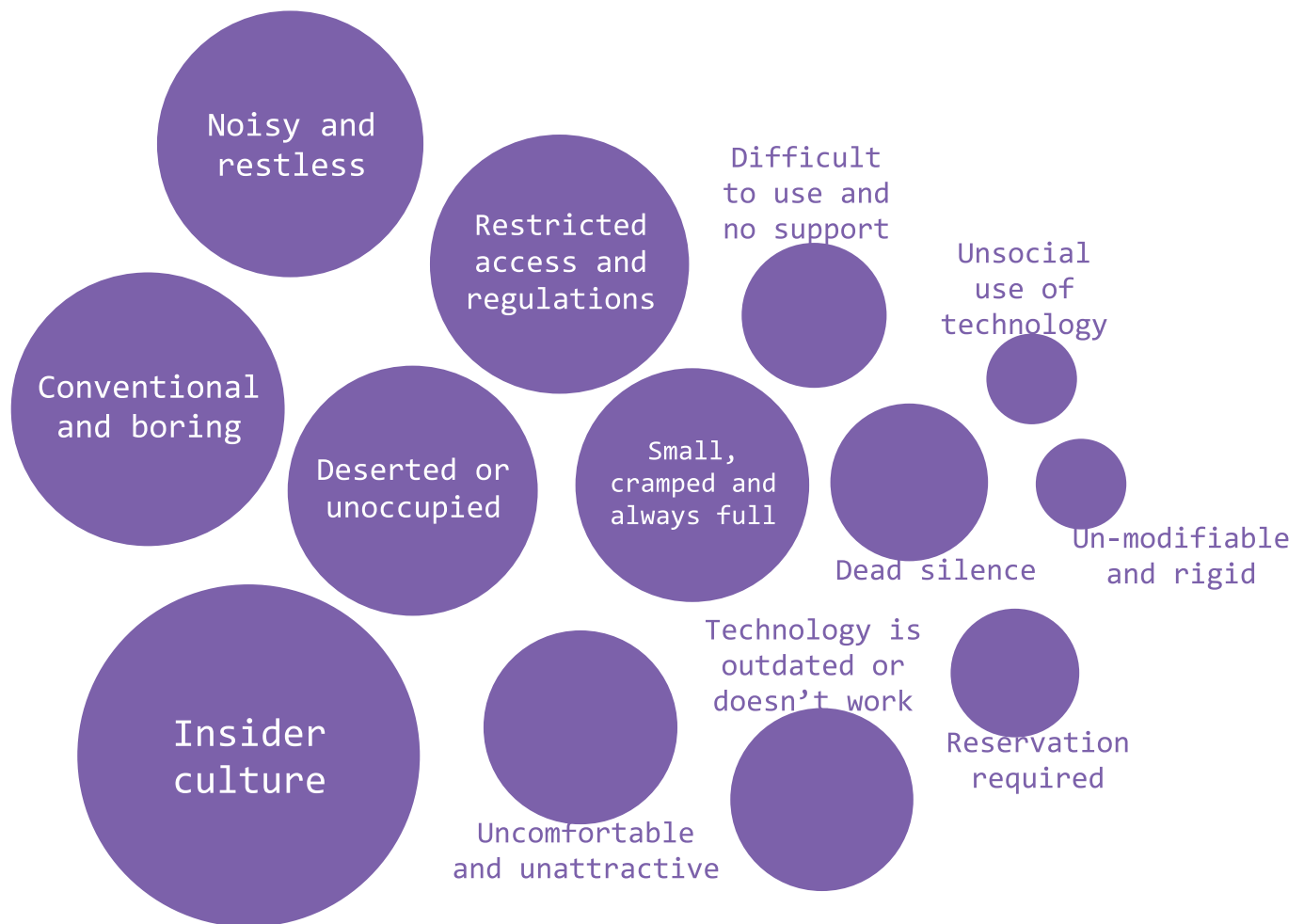
There will be too much noise in the space and on the corridors next to the space. The space itself is somehow restless and chaotic and people cannot concentrate.

Restricted access and regulations

The use of the space is strictly restricted to certain hours and events. Due to the fear of vandalism and theft it has been closed down and the atmosphere is stiff and reserved. There are lots of rules and regulations. Due to the lack of resources, the original intent cannot be put to practice and use of the space is bureaucratic and regulated. The space is not easy to approach.

Deserted or unoccupied

The space is underutilized, made with big money but essentially useless. Will not serve the original intent, is too eccentric and eventually people will lose interest in it in a couple of years. Wasted money.



Small, cramped and always full

The space is too small, it is always full of people, the tables are reserved and there is no space to sit down. The atmosphere is claustrophobic and the space is cramped with books and technology. Too popular and problems with overnight stays.

Uncomfortable and unattractive

The space is not pleasing or attractive; it is stuffy, uncomfortable, messy and sticky. The space is decorated in an unpleasing way.

Technology is outdated or doesn't work

The space is not maintained: technology, software and equipment won't work and are outdated. Or even worse, the space is filled with gimmick technology and solutions that are already awkward at the time of the opening. Not enough outlets to use your own equipments.

Dead silence

It is prohibited to talk inside the space or it is otherwise dead silent.

Difficult to use and no support

The space itself or its technology and equipment are too difficult to use and there is not enough guidance and help available.

Reservation required

The space requires reservation, the threshold of use becomes higher and freeform use and spontaneous utilization is not supported.

Unsocial use of technology

People will be unsocial and use their smart phones and tablets without talking to each other.

Un-modifiable and rigid

The space is not modifiable or that it only serves one purpose.

“Certain people are always there and if you try to enter, they give you a dirty look.”

R34, student, female

“I am afraid that if this is done well, the space is always filled and thus the space is not too cozy.”

R36, student, male

“The space is filled with noisy students and staff remains in their rooms. Or the other way around: students don't realise it is open for them as there are only researchers.”

R62, staff & student, female

“Traditional department library. Empty and silent.”

R6, staff, male

“I am worried that use of the space is limited to certain audiences only or that it can be used only certain hours and in certain events. This way the freedom and the spontaneousness is lost.”

R54, student, male

“Ideas over practice. The space is filled with gimmick technology which is unused after the test ride, and completely left unused after a year or so.”

R75, student, male

“Too much like a lecture hall and nobody uses it since it has limited availability.”

R23, student, male

Hopes

Easy access, open for everyone

The space is open and everyone would be welcomed. There could be different people doing their own things. The space would be easy to access, no bookings required and everything would not be behind locked doors.

Relaxed place to hang around

A relaxed place, would be suitable for chilling out and hanging around. The atmosphere would be easy and informal. One could arrange relaxed seminars and freeform gatherings.

Inspiring, experimental and untraditional

The space would be modern and novel, creative and innovative. It would be experimental and full of surprises, would inspire and encourage to try new ways of working. There would be support and help available. The space would become “a thing”, which would shine as a good example of similar spaces.

Cozy, comfortable and homelike

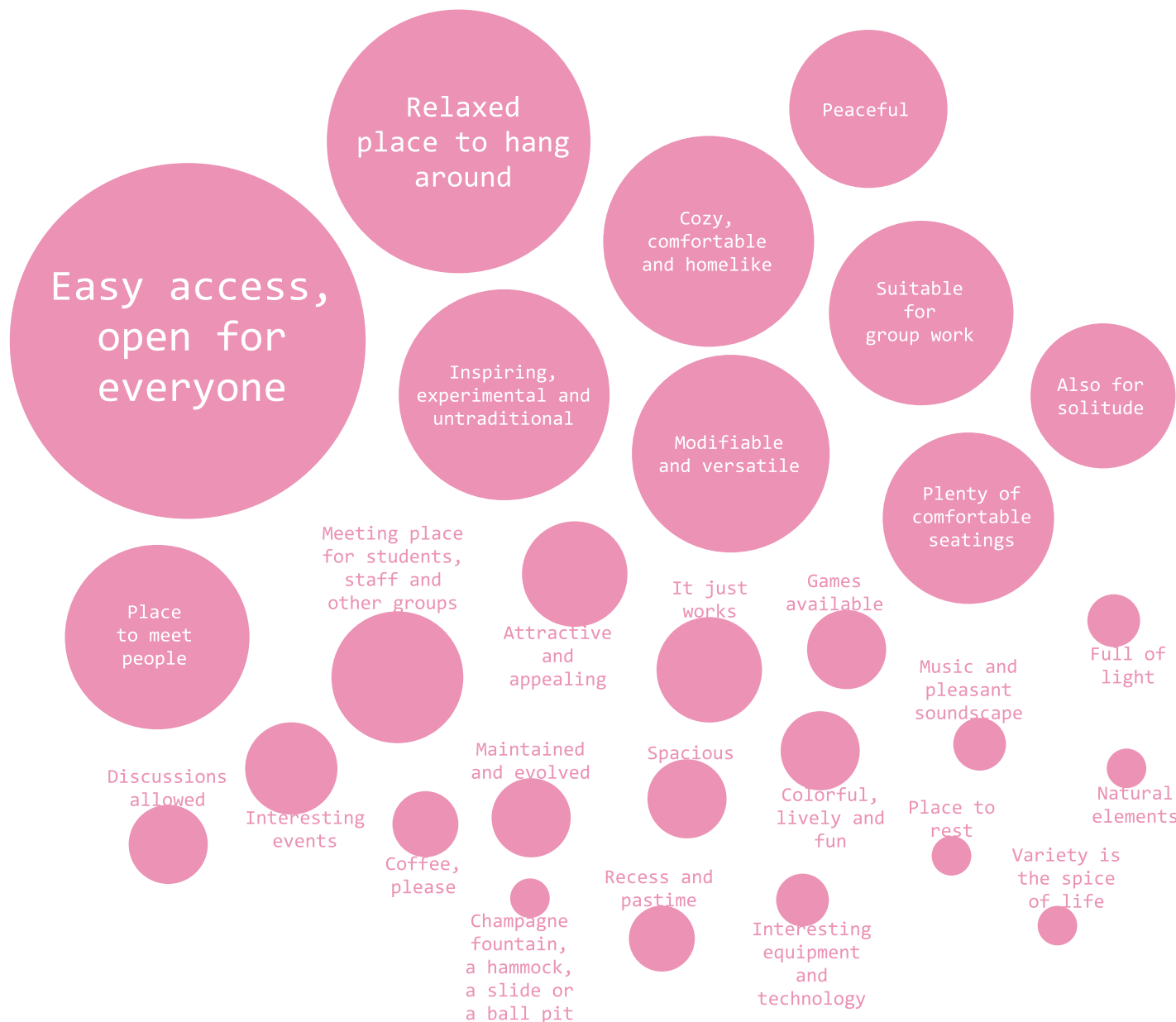
The space would be comfortable, pleasant and cozy, maybe even a bit home-like or like a living room. That one could take off their shoes.

Modifiable and versatile

That the space could be used for multiple purposes and that it is modifiable.

Place to meet people

That the space would encourage collaboration and social sharing. It would be a meeting place, a place to spend time spontaneously with your peers and friends. Perhaps one could even find new friends there.



Suitable for group work

That the space would be fit for group work and a brainstorming place for projects. There would be enough tables for spontaneous small tasks or short group work without a booking. There could be a white board with markers for brainstorming activity.

Plenty of comfortable seatings

There would be nice sofas and other comfortable seatings, like beanbags. Enough places to sit and different kinds of places to use.

Peaceful

The space would be calm and provide tranquility. There would be quiet spots, possibly with sound cancelling earphones.

Also for solitude

The space would suite also for solitude and individual work. A place for working with your own laptop, perhaps reading spots and folding screens to separate spaces. One could come to this space to read a book.

Meeting place for students, staff and other groups

A space where different groups come together: students, staff and perhaps even some outsiders. That students would not be too afraid to use the space and that the space would enhance networking.

Attractive and appealing

The space would be attractive, appealing and beautiful.

It just works

The use of the space would not be too complicated, the technology would be easy to use, and there would be good instructions available - perhaps even fast line to IT support. Couple of computers at hand and enough channels for different information sources. There would be enough outlets, and that the space would not be too hypermodern.

“

“A space where students would get to know how researchers live, and researchers and teachers would get to know and understand students better.”

R7, student & staff, female

Interesting events

There would be interesting events at the space, and that one could organize one. There would be workshops, relaxed seminars, and the space would provide a window to new information and results of the research projects. The events would be open also for outsiders, and there would be some activity also on the evenings.

Maintained and evolved

This space would be well maintained and developed further, the usage would be monitored, and someone would be responsible of the operations. The space would remain clean, and that there wouldn't be for instance too much dust everywhere.

Spacious

The space would be airy and spacious, there would be enough tables and seats, and the space would not end up being claustrophobic.

Games available

One could play games (also boardgames), test out game consoles and equipments and play together with your friends or just watch others play.

Colorful, lively and fun

The space would be colorful, lively, happy and fun. There would be some kind of light entertainment.

Discussions allowed

One could talk and discuss out loud at the space, speaking would not be restricted.

Coffee, please

The space would be cafe-like and that one could come in and sip a cup of coffee or tea.

“A place for students and staff, with relaxed and liberated atmosphere.”

R54, student, male

“A relaxed place to hang around. You could use your own laptop, play with your friends or watch others play - like a living room.”

R70, student, female

“Big and comfortable sofas or seats where you could have a nap after lunch.”

R56, student, female

“Pleasant, inspiring, tunes into new ways of working.”

R52, student, female

“The furnitures should be easy to re-arrange for instance for different sized groups.”

R8, staff, female

“A surprising, evolving and experimenting oasis.”

R42, staff, male

“Truly multipurpose space where different groups would come together. Students would use the space without a doubt. Lively crossroad of different streams. Events and happenings, also in the evenings. The space would become so good that it would create a culture of its own here at our university (especially because of the events)”

R67, staff, male

Recess and pastime

One could spend some recess time at the space in between lectures or just generally.

Interesting equipment and technology

There would be interesting and versatile technology in the space, and modern solutions one could freely test out.

Music and pleasant soundscape

One could listen music in this space with earphones or share it with your friends through the speakers. There could be pleasant soundscape, for instance sounds of nature.

Full of light

The space would have lots of light, preferably natural light.

Place to rest

The space could be used for resting, or enjoying a lunch break nap.

Natural elements

There would be natural elements, such as natural lighting and sounds, light therapy lamps, an aquarium and house plants.

Variety is the spice of life

It would bring a welcome change to the offices. The research team could change the surroundings, a new type of teaching could take place in it, or it could be used as a part of project courses' change of environment.

Champagne fountain, a hammock, a slide or a ball pit

The space could have a champagne fountain, a hammock, a slide or even a ball pit.

“

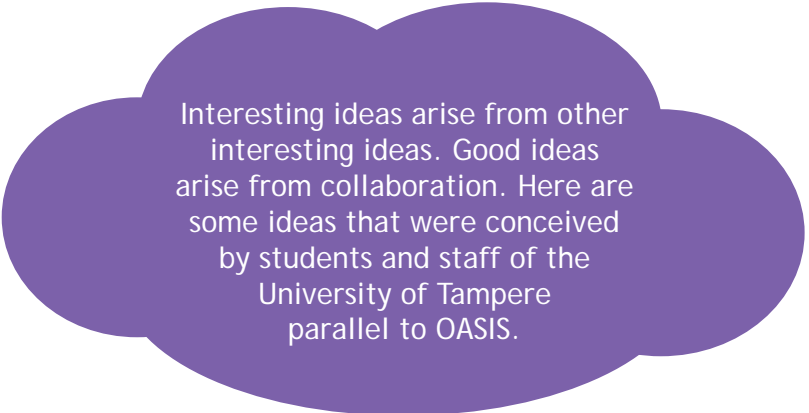
“That the space would truly enable social learning.”

R78, student, female

“A place where you could find new friends if you are feeling lonely.”

R49, student, female

Ideas we gathered



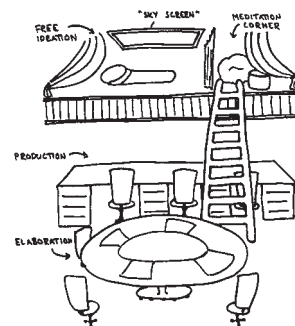
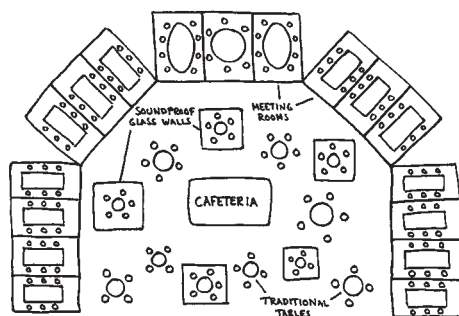
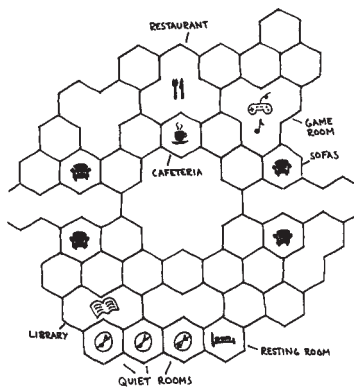
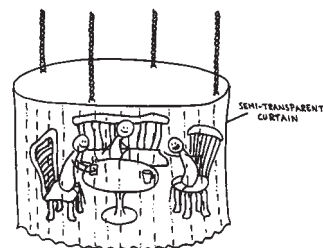
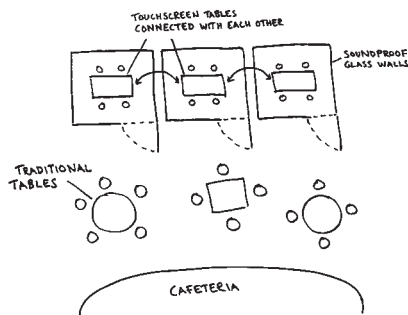
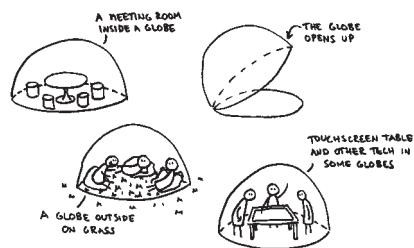
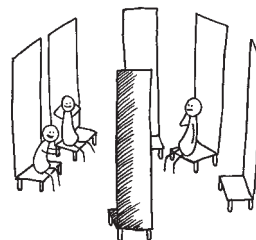
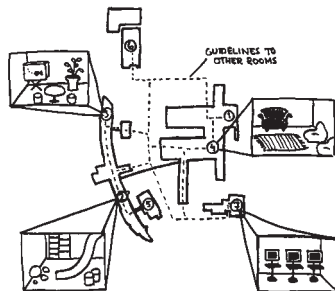
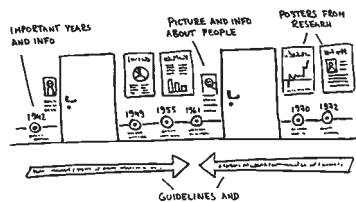
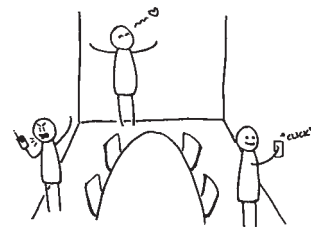
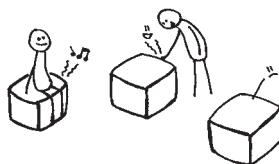
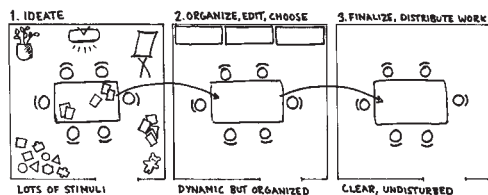
Interesting ideas arise from other interesting ideas. Good ideas arise from collaboration. Here are some ideas that were conceived by students and staff of the University of Tampere parallel to OASIS.

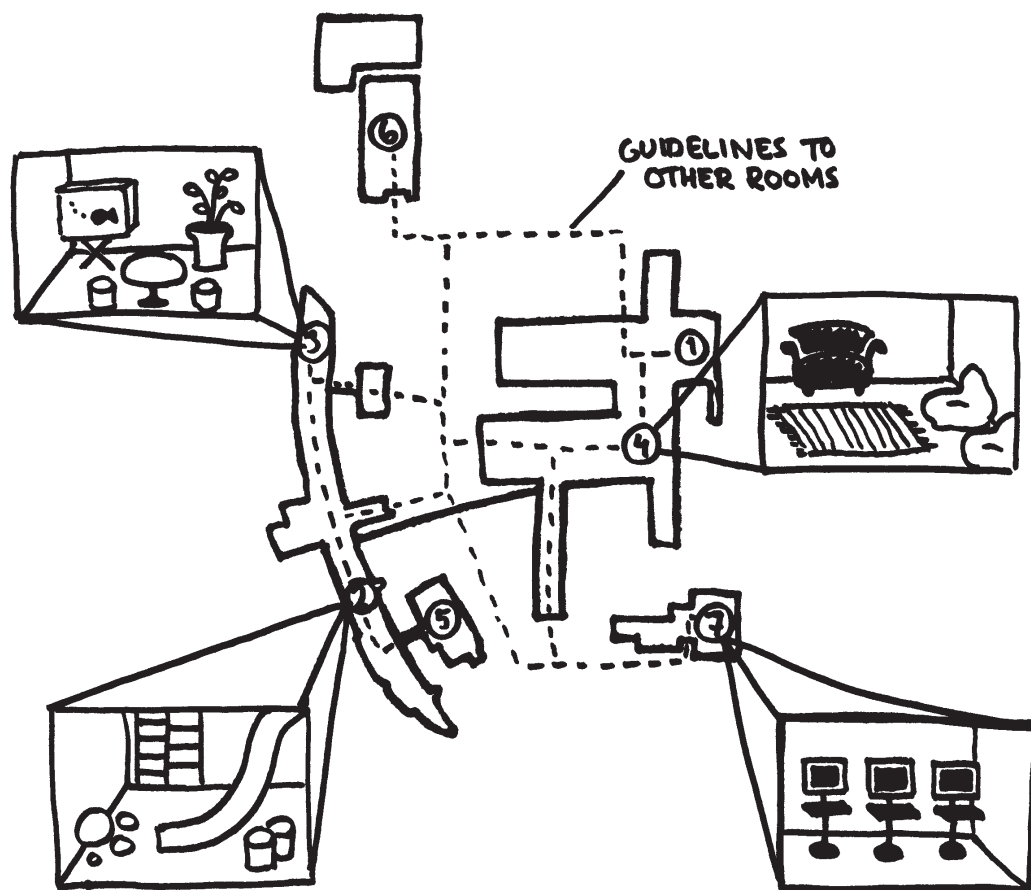
During 2012, we held multiple workshops both with researchers and with students. The intention was to create new concept ideas for a better campus. To offer stimuli and spark the ideation, all of the attendees were asked to select pictures beforehand to bring and introduce to the others. The pictures were then used to help the discussion and to draw inspiration from.

The concepts were instructed to be anything from a small detail to a wide concept regarding the whole campus, and anything from something that could be executed right away to far-fetched futuristic dreams.

Additional workshops were held with students in architecture and higher education specialists. The attendees selected campus photographs and sketched their revisions to the selected spaces. The results were discussed in group and peer-evaluated according to SWOT-analysis.

From all the concepts, we selected and edited the most interesting concepts to represent the variety.





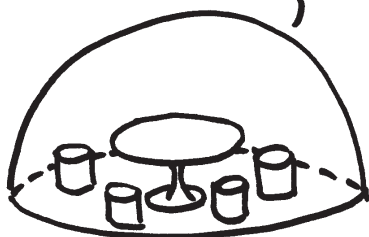
7 Rooms, 7 Moods

9.10.2012, Student Workshop

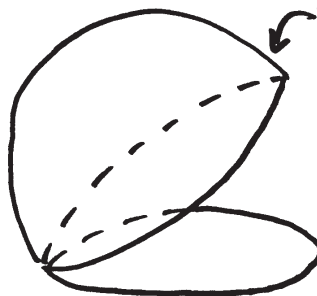
There are 7 different types of rooms for different needs and moods around the campus. The spaces are open for everyone, are aimed at both individuals and groups, and are easy to access. The rooms are connected to each other with colored guidelines painted on the floors. Each room has their own purpose, for instance relaxing, efficient working or sparking creativity. The rooms are named as 1) an old room 2) a play room 3) an alive room 4) a resting room 5) an efficient room 6) a light therapy room 7) a new room.

Scenario: On Monday, Matti starts the week on the “new room” (7), as he doesn’t remember where the lecture is. He goes through the info board and gets the navigation information on his cell phone. At the same time, he checks the events of the week. On Tuesday Matti has a free period between classes, so he decides to go to the alive room (3) to read an article for the next lecture. On Wednesday Matti has a lot of lectures, but he sacrifices a coffee break to take a quick nap in the resting room (4). For Thursday Matti has agreed to spend two hours on a group work, as the deadline is approaching on the next day. The group goes to the efficient room (5) to the last push for the job. The work feels stuck and the group decides to slide to the play room (2). On Friday there is an exam, and Matti comes to the university an hour early. He grabs some breakfast in the light therapy room (6) and enjoys the light while going through the exam materials. After the exam, Matti meets his friends in the old room (1). They discuss politics and write with the typewriter before moving into the town.

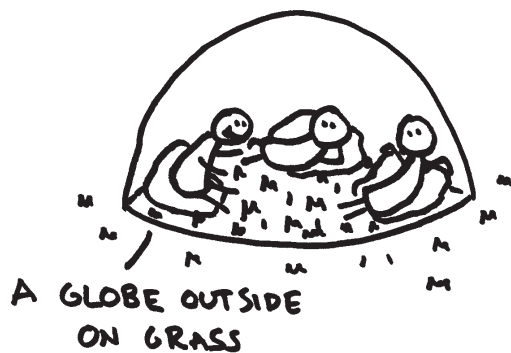
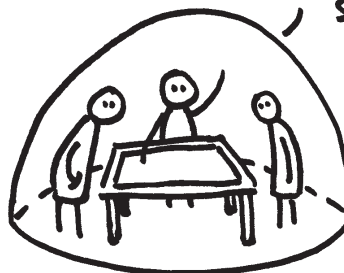
A MEETING ROOM
INSIDE A GLOBE



THE GLOBE
OPENS UP



TOUCHSCREEN TABLE
AND OTHER TECH IN
SOME GLOBES



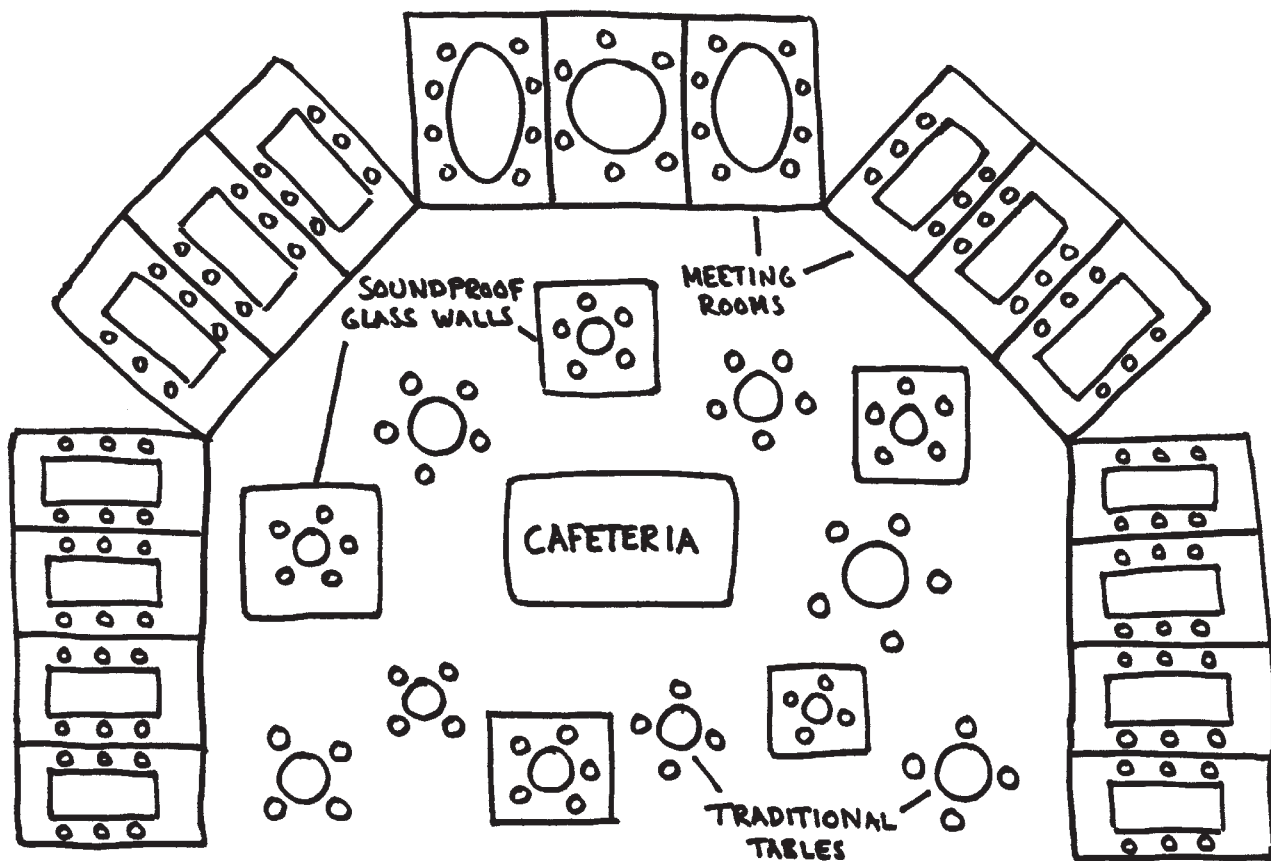
A GLOBE OUTSIDE
ON GRASS

Snow Globe

9.10.2012, Student Workshop

There are glass spheres of various sizes all around the university, both inside and outdoors. The spheres can be opened and closed easily, and some of them can be separated into two half-spheres. Different spheres have different equipment, furniture and decorations. The glass can be dimmed or it can be projected on.

Scenario: A group of students come to one of the big spheres to drink coffee and to hold a meeting. They go through some pictures related to group work on the touchscreen table. After work distribution the group continues on their work in the same space, communicating with each other when needed. Some sit at the table while others take it more easy and sit on the grass. No one has to take work to home, as the group work is done at the university.

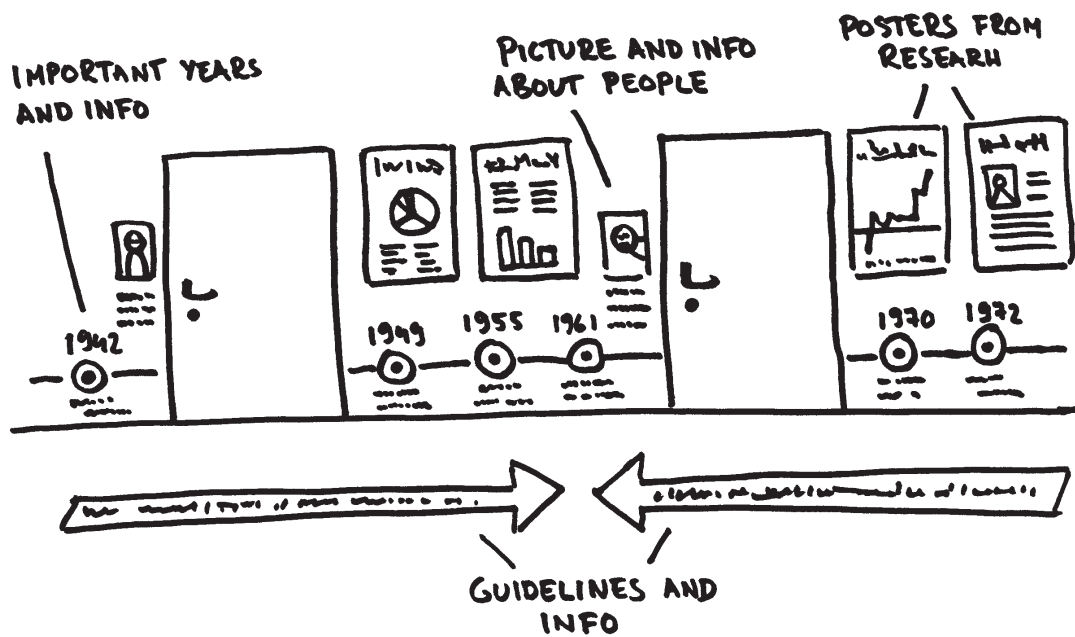


PANLABORICON

2012, Internal Workshop

There are various group work spaces around a cafeteria. Some of them are just a table and chairs, while others are soundproof glass boxes. Around these spots there are actual group work rooms. Some of these rooms have glass windows without any curtains to further stress the open culture.

Scenario: A group of students comes to the cafeteria to drink some coffee and discuss their project work. They order something and then take a nearby table. As they have talked for a while, they notice that they feel a bit uneasy to talk about the project in public, so they decide to move their work to one of the soundproof boxes. There they don't feel isolated, but can discuss in peace.

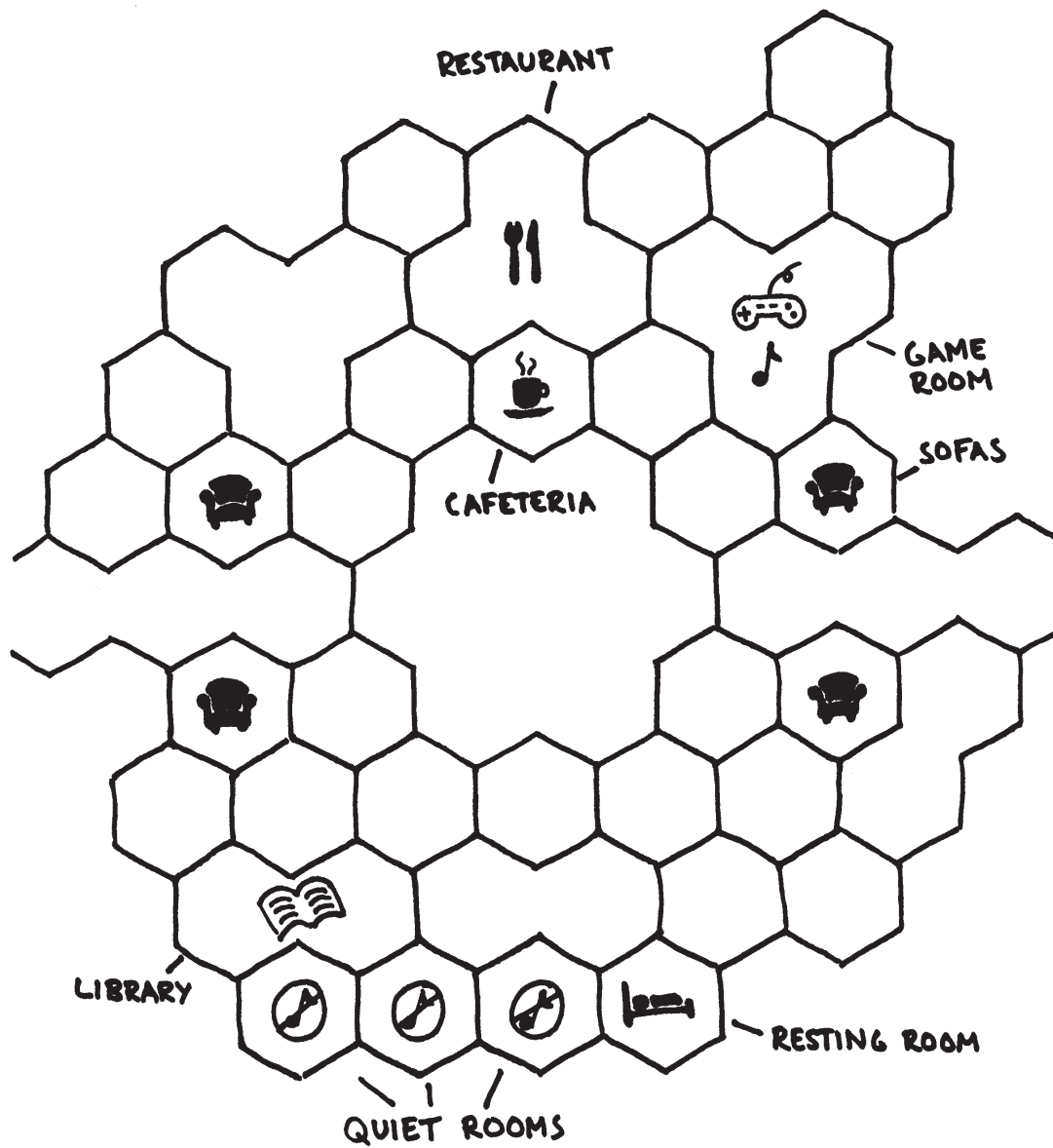


Identity

11.10.2012, Student Workshop

Each of the schools and groups at the university would have their own identity, which would be visible in the surroundings of that area. The identity would be shown as decorations, posters, names of the rooms and halls etc. Timelines would show the important years of specific groups and portraits of staff and posters of research would make the people and activity visible.

Scenario: A computer sciences student is trying to decide which subject to take as a minor. Before taking any courses, he decides to take a stroll in the spaces of one option, Information sciences and interactive media. It's close to his interests and main subject, but he still isn't quite sure what they do. As he walks, he instantly sees what kind of people work at the department and what they do. He reads the posters and finds some of the research and courses really interesting. Without further doubt, he decides to sign up to some of the courses.

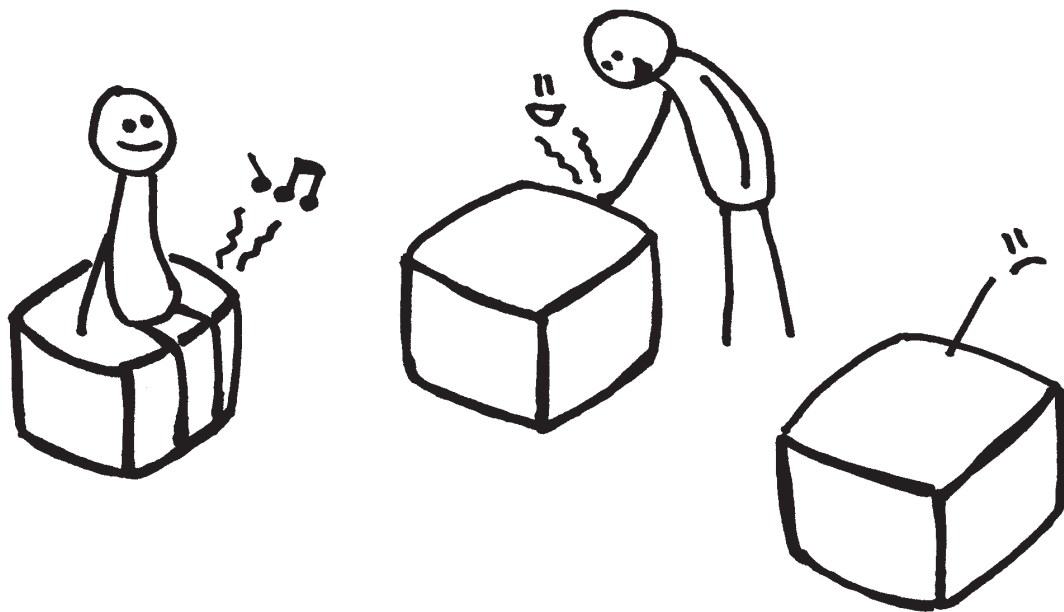


Hexus

23.11.2012, Student Workshop

The campus has a lot of hexagon-shaped rooms attached to each other. Each room is connected to the next rooms with doors which indicate what type of room is on the other side. All of the rooms are different, but rooms close to each other resemble each other. In the center there is “Nexus”, a bigger hall-like hexagon. The further you get from the center, the more quiet and peaceful the rooms are. Other similar dimensions could be for instance from tech-centered to natural or from bright to dark.

Scenario: A student of political science who studies psychology as a minor comes to the campus, and heads to the printer hex to get the lecture slides for the day. After that, she heads to the hex the next lecture is held in. On her way out, she sees some of her friends from psychology studies and they all head to the nearest café hex to chat. Afterwards, she heads back to her usual hanging hex cluster. These hexes have exercise possibilities, a restaurant and a sauna. After using these possibilities, the tired student heads to the sleeping hex to read for a bit and get some rest.

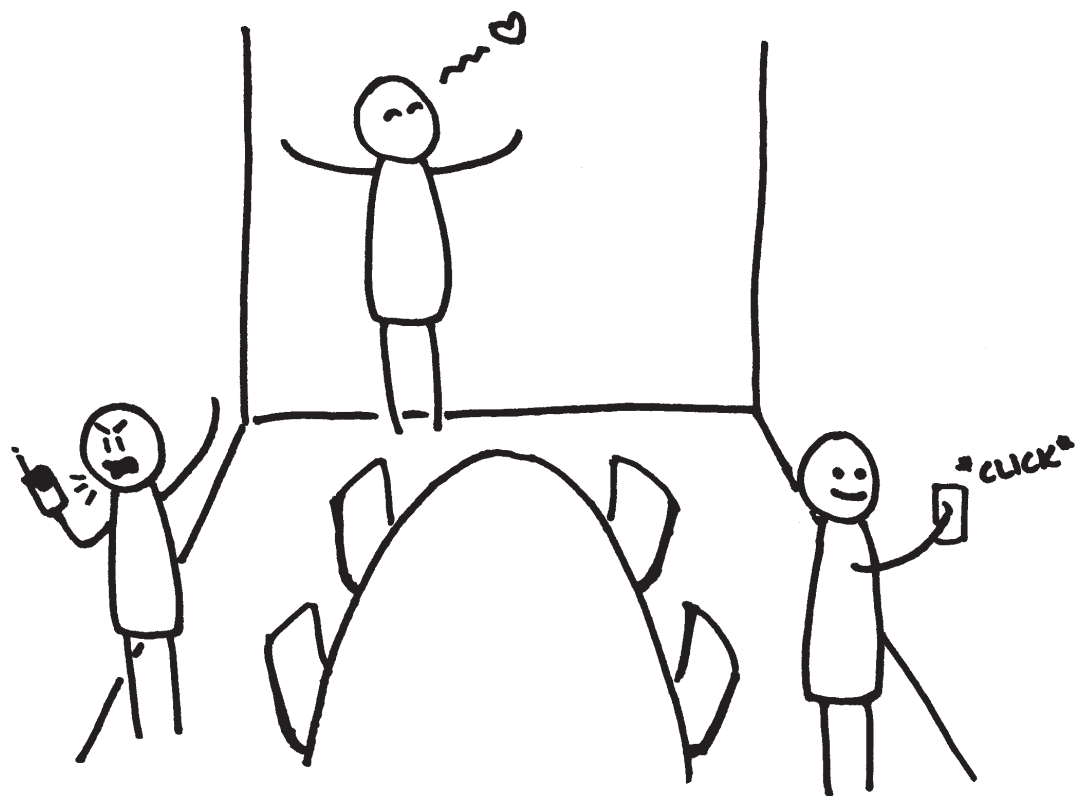


Living Blocks

21.8.2012, Internal Workshop

A room has a lot of blocks that can be arranged into walls, seats etc. The blocks have projection, sounds, and react to how they are treated. The blocks can be used to split the room or to be used as seats as a classroom, small groups etc. They can be pet, hit, or thrown etc., and they react by changing their personality according how they are treated from affectionate to aggressive in time. The teacher can set them to act in a certain way, for instance by giving turns to speak by each student's block activating in turn. For silent work they can "hush" if someone speaks.

Scenario: A group of students that have never met come into the room and sit down on the blocks. The students play with the blocks, which breaks the ice. The teacher gives them ten minutes of group work. If someone in a group is silent for a long while, the block under her starts to growl a bit to encourage to speak. After 8 minutes, the blocks start to be restless. After 10 minutes they are fully "speaking" aloud, as the time is up.

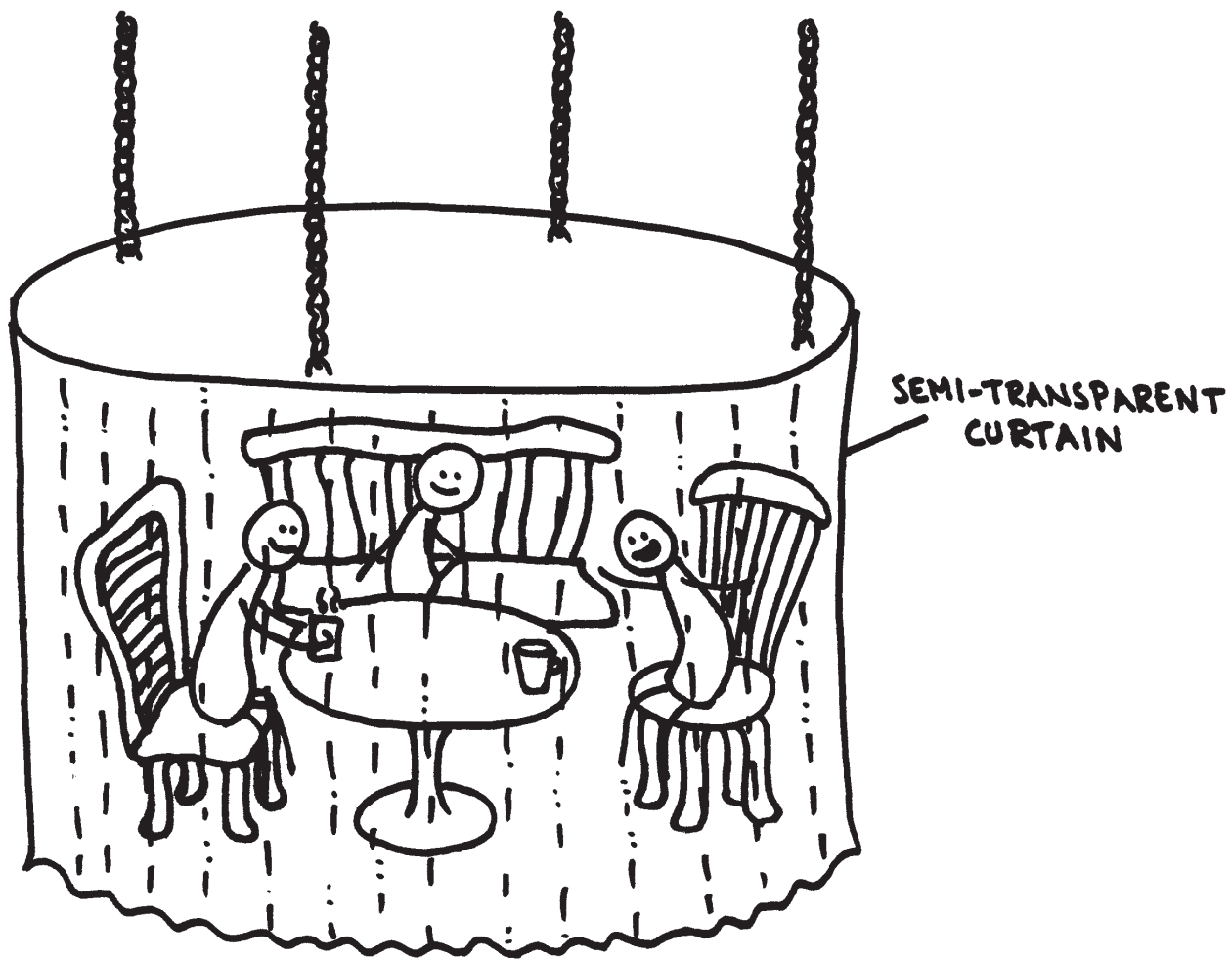


Tamagotchi Room

21.8.2012, Internal Workshop

A room with a personality reacts how people act in it. If people laugh a lot, the room gets happy too. The room has sensors which track the use of it and the room gets lonely if no one uses it. When it feels bad, it can be “hugged” to make it feel better again. The system supports ecology. For instance it tracks electricity use and gets upset if someone leaves the lights on. It could send (sarcastic, depressive or emotional) e-mail to employees when this happens.

Scenario: In meeting room 23 there has been a meeting from 14 to 15 o'clock, and someone has left the lights on. The room sends out an email: “Thanks. Wouldn't have wanted to sleep anyway.” The room has to be soothed to make it forgive, and therefore the next day Liisa goes and hugs the room, and the room forgives.

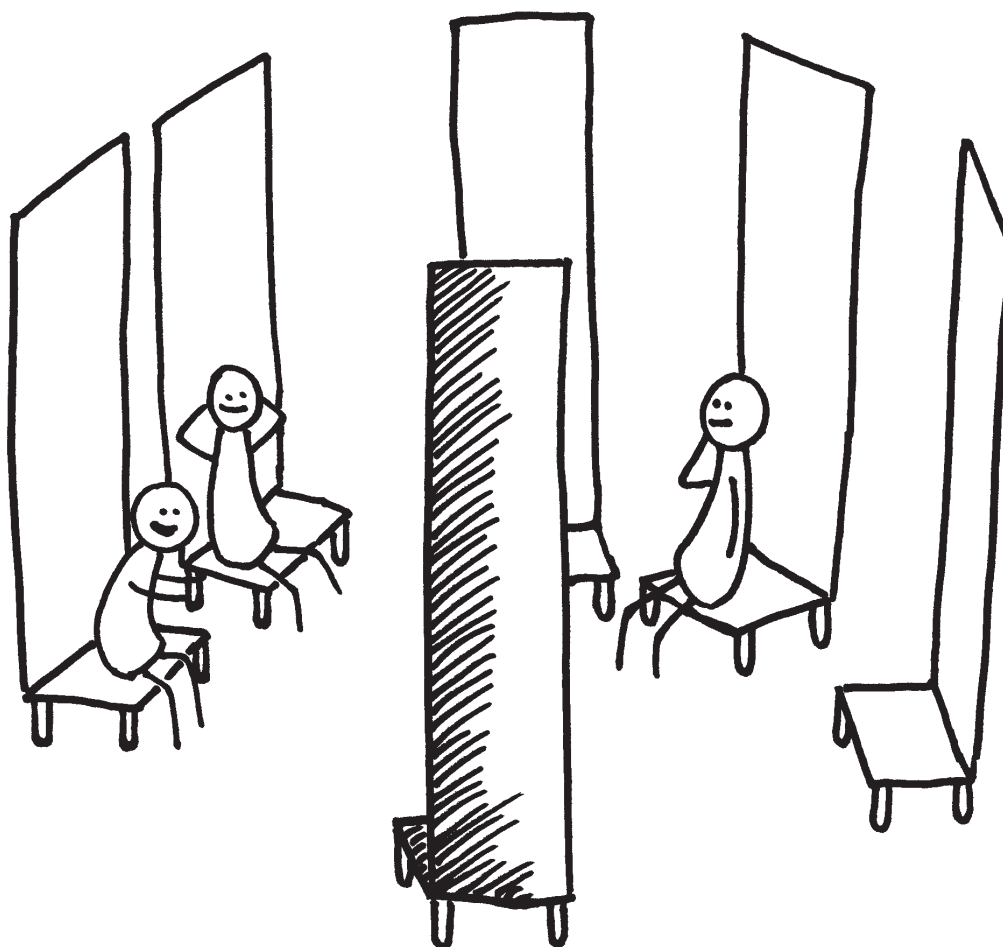


Comfortable Den

30.1.2012, Student Workshop

The Den is formed by a hanging roof setting the limits of the space and semi-transparent curtains for an added feel of defined space. The hanging roof gives off ambient light and audio to the Den. The Den has rustic sofa-like furniture and a coffee table for feel-at-home comfortability. The Den can be set up as any kind of space but the best effect is achieved when several are located in a roomy environment.

Scenario: a team of people has met in the cafeteria for a chat and to work on assignments later. They want to continue with the relaxed mood and instead of reserving a group work room they go see if the Den is available. They take the coffees along and smoothly go from chatting to working without noticing.

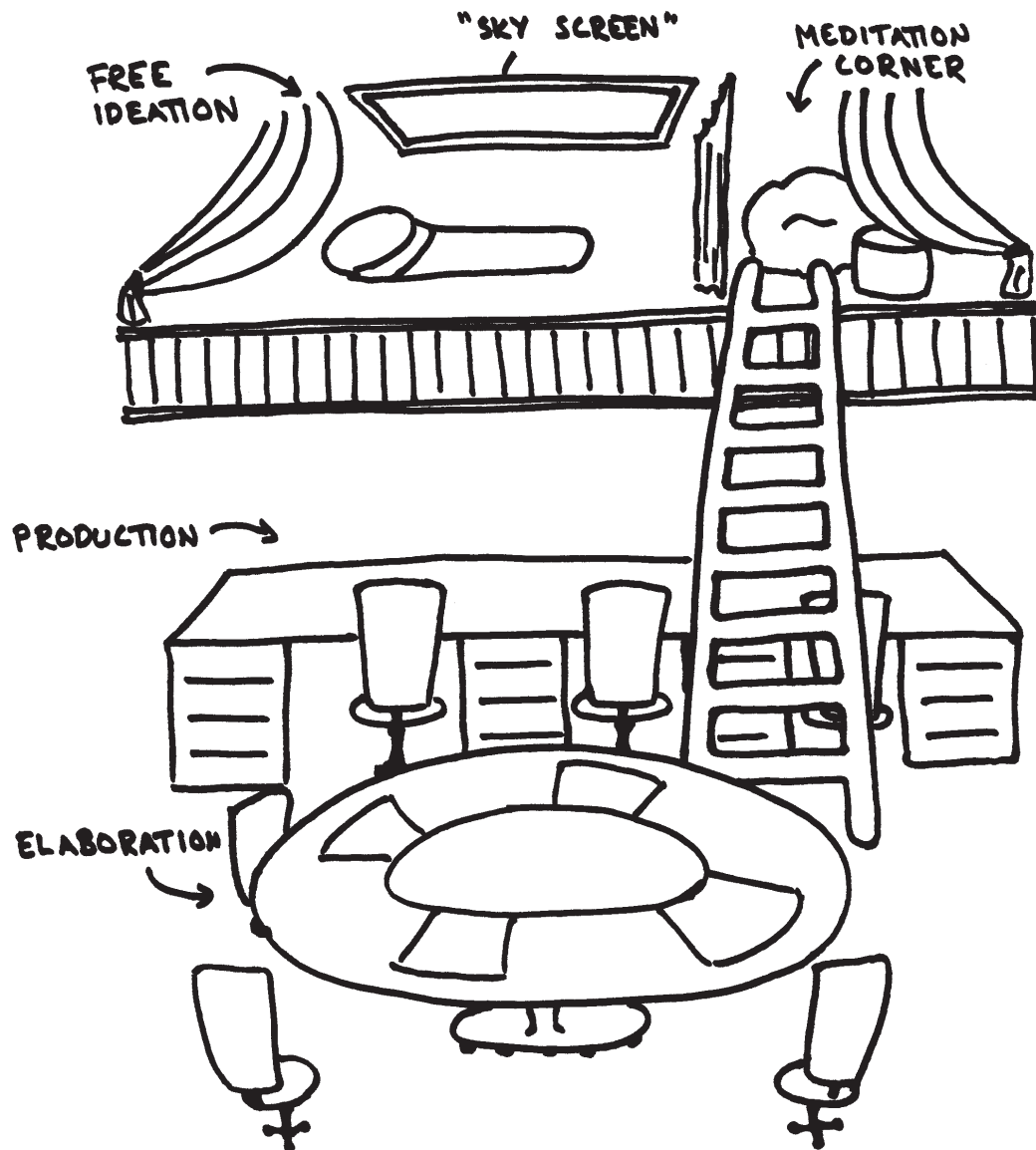


Chair Walls

30.1.2012, Student Workshop

The Chairs are located in a hall or lobby with empty space around them people flowing around. The Chairs are meant for individual persons but the Chairs are really designed to be used collaboratively. The Chairs are made to be moved around easily and have tall backs. When the Chairs are pulled together into a circle the backs form a wall totally enclosing the occupants into a serendipitous private space. Close-range small projectors are used to share material to the back and front of the tall back rest.

Scenario: a team of people has gathered in the area, sat down in Chairs and are working separately or individually. After an incubation period the team pull and lock the chairs together for sharing and collaborative elaboration.

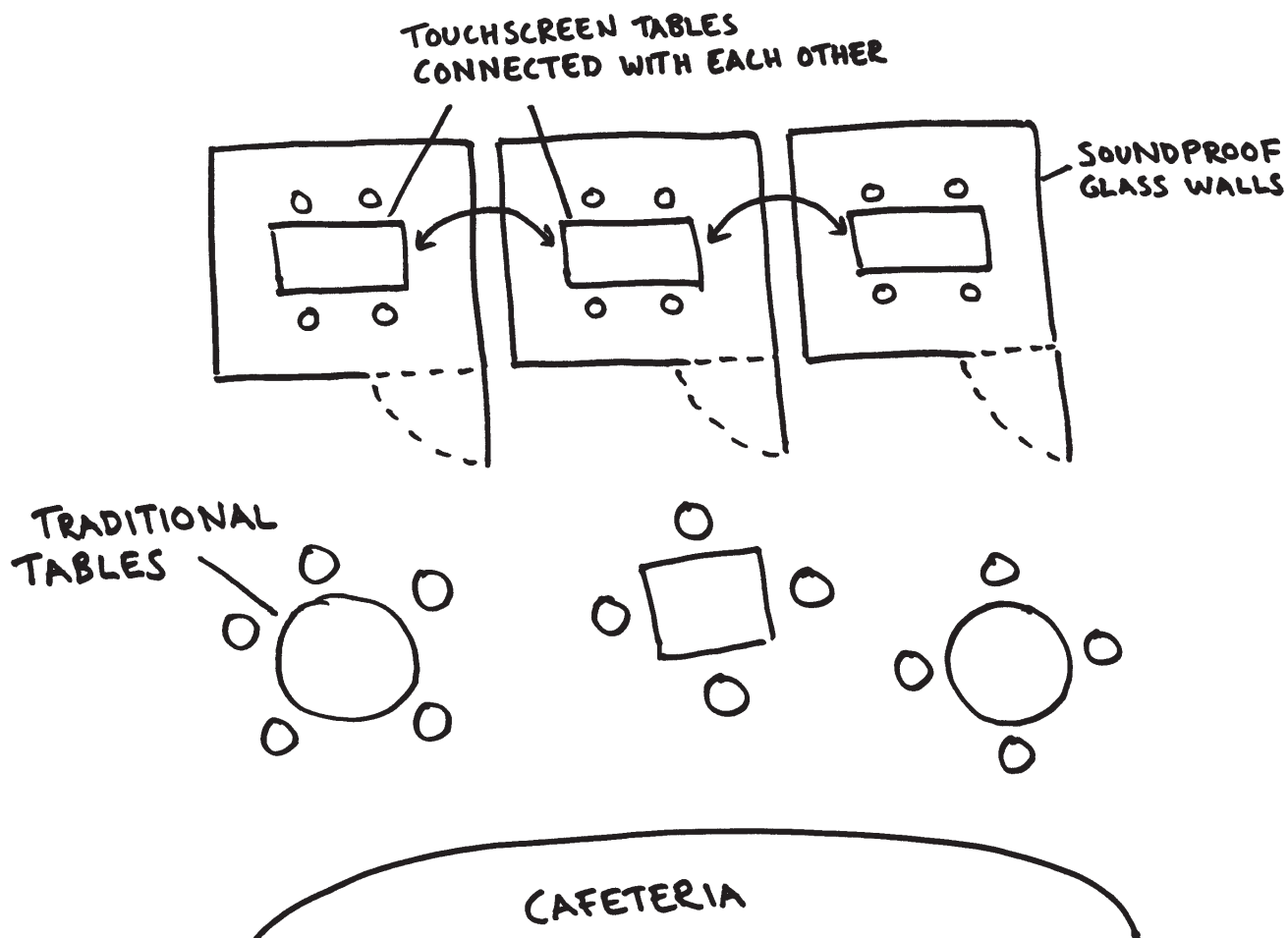


Play Lodge

21.5.2012, Higher Education Expert Workshop

The setup is located in the corner of an open corridor. The space is divided according to three levels of activity: ideation, elaboration and production. In front is one round table for joint activity (elaboration) and next to the wall is a retreat space (production) with a crawlspace enclosable at the top with a curtain (ideation). The space has embedded technology for communicating, working, producing and entertainment: multitouch screens on the table, sockets and connectivity, a printer, a 360 degree webcam, sky screen and ambient music.

Scenario: a group of people need to spend an extended period of time to produce something. Also, some people are located elsewhere, are arriving late or leaving early. Synchronous communication and collaboration is made possible and the space serves all the phases of work.



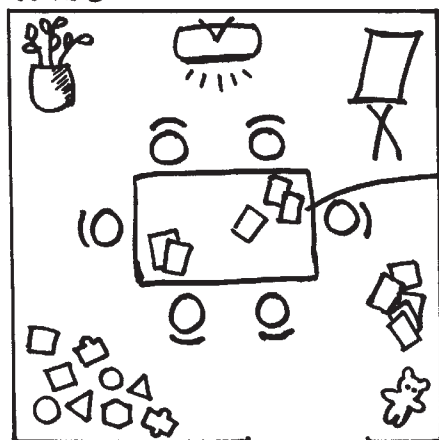
Relay

2012, Internal Workshop

There are several soundproof glass booths near a cafeteria. Each has a touchscreen table, which are connected to each other and can share information. Information can be sent from one booth to another through the tables. This can be used for some playful activity between groups, or to transfer the work to the next processor.

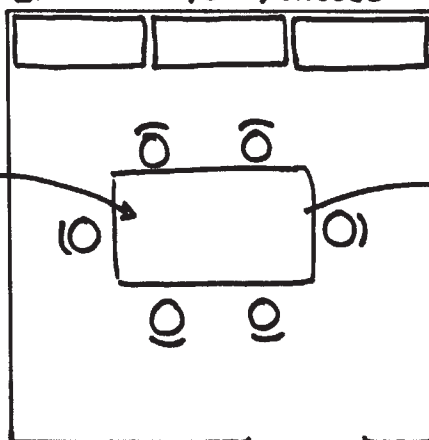
Scenario: a group has a bigger project underway and they divide the work into sub tasks for smaller groups to do. Each of the groups takes one of the glass booths, and start working on their task. As it is easy and convenient, they message to each other directly through the touchscreen tables, and when they have something ready, they send it to the other groups to look at and comment on.

1. IDEATE



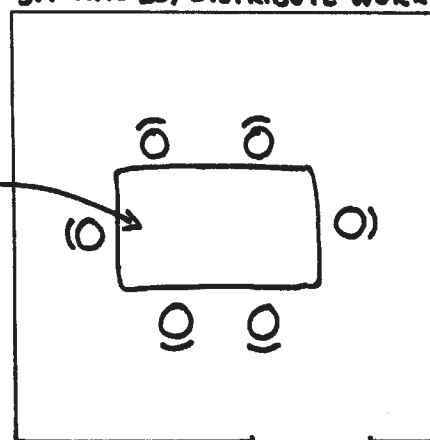
LOTS OF STIMULI

2. ORGANIZE, EDIT, CHOOSE



DYNAMIC BUT ORGANIZED

3. FINALIZE, DISTRIBUTE WORK



CLEAR, UNDISTURBED


Three Rooms

2012, Internal Workshop

There are three separate rooms, which all support different types of working. First one is messy, with a lot of stimuli. The second is organized, but still has a variety of tools. The third one is almost empty, supporting concentration. The rooms support the flow of the work: first room helps with ideation and brainstorming. The next is better for processing these ideas. The last is for work that requires concentration, such as dividing the work tasks.

Scenario: A group has to create a game for their game design project course. They go to the first room to brainstorm what the game could be, and use the ideation techniques learned in a lecture to come up with a large number of potential ideas. They draw inspiration from the environment and take turns complementing each other's ideas. When they have written down enough ideas, they take them to the next room, and start going through the most promising ones and elaborating on them. Finally they end up on one idea that feels most promising. They move to the next room and divide the work to each group member how to proceed before the next group meeting.

Us as designers



From the conception of the idea to the final touches of OASIS, the design process has been co-creative. Here is our multidisciplinary design team.

Creating something new is always a challenge. You need to master different areas of expertise and have insight on topics that might be uncharted. It is good to have a team representing different perspectives. We call ourselves designers: together we have taken the potential of an idea and created solutions for it to become alive.

When the initial seed idea was conceived, we did not know what resources we would have and how much it would actually take to build something like OASIS on our university campus. The faith for the concept has kept us going and the peer support has made it possible. We have used tremendous amounts of time to running around finessing little details: whether it has been the place for a switch, the color of the chairs, the interface of the media system, or the research setting and the actual social concept - every detail counts.







FRANS MÄYRÄ

professor

I am Frans Mäyrä, professor of Information Studies and Interactive Media, and the head of Game Research Lab in the **University of Tampere**. **My background is in the art and culture studies, and I did my PhD in comparative literature in 1999.** Since then I have been working on digital cultures, particularly building bridges between my passion in the visions of future (both utopian and critical) familiar **from science fiction, and in alternate realities - which I have studied both as works of fantasy, as well as role-play and shared virtual worlds.** **Together with my colleagues, we established the Gamelab in 2002, and have now for more than**

a decade been expanding the scope of research from immersive computer games to location-aware mobile games, pervasive gaming, and also to the design research of intelligent, playful environments.

From my perspective, OASIS has been an interesting experiment in putting into practice some of the lessons we have learned from the studies of play, **and playful designs.** It is stimulating to see games and new kinds of interactive **media mix with books, magazines and e-readers in a fashion I (as a lover of both books, games, and new technologies) see as natural and inspirational.** There is an obvious need for shared “living rooms” like OASIS inside universities: we need spaces for informal interactions, and incentives to play, create and reinvent **ourselves every now and then.** And it is also already obvious that it is fun to drop into OASIS, as there is always something **interesting going on there.**

My favorite feature of OASIS is its **variability and flexibility.** For example, it is possible to sit, stand or get lying down on the “sauna” style levels on the **elevated floor.** I also like to try out the various differently designed chairs and other furniture that create a dynamic, **lively feeling to the space.**





ANNAKAISA KULTIMA

assistant professor

My name is Annakaisa Kultima and I have been working as a game researcher at the University of Tampere from 2006. My research has been concentrating on creativity in diverse ways but mainly I have been interested in the creative process of game developers and the environments they work at. I think we have forgotten the power of physical during the digital era: it is time to look at the spaces we work at and update the old conventions to the 21st century.

When I came to the University of Tampere in 2006, Hypermedia Laboratory welcomed me with an open and vibrant

research community. One distinct thing, though modest, in our physical environment was the open coffee room where people gathered to discuss and have meetings. It was easy for me to learn to know other researchers and informally share my expertise. In 2009 Hypermedialab moved to the other side of the Pinni building, and the traditionally closed space was transformed to meet our community philosophy. Connected to my brainstorming research we set up an “innovation room”, Floweri, to serve our teams and work as a testing ground for my research ideas. As we once again moved within this same building in 2011, OASIS came to be. It was important to continue mixing as good ideas arise from shared play. Not only our colleagues, but also our students and other peers alike, are all valuable playmates in this information era.

OASIS has been a surprisingly laborious project to work with. From the seed of an idea to the actual physical space with books and games inside, it took us almost two years. I am looking forward to see how the space transforms over time. My favorite feature of OASIS is the Warp.





KATI KOIVU

study coordinator

I'm Kati Koivu, and I work as a study coordinator in the School of Information Sciences. I started as a student at the University of Tampere in 1994, graduated as a Master of Education in adult education, and I've been a member of university staff since 1996. I started my career at the former Hypermedia laboratory, where I had a chance to marvel at the wonders of internet already in the end of last millennium. Phenomenon, like eLearning, virtual university, the development of information society, digital TV, and social media became familiar to me within very creative and warm hearted multi-disciplinary working

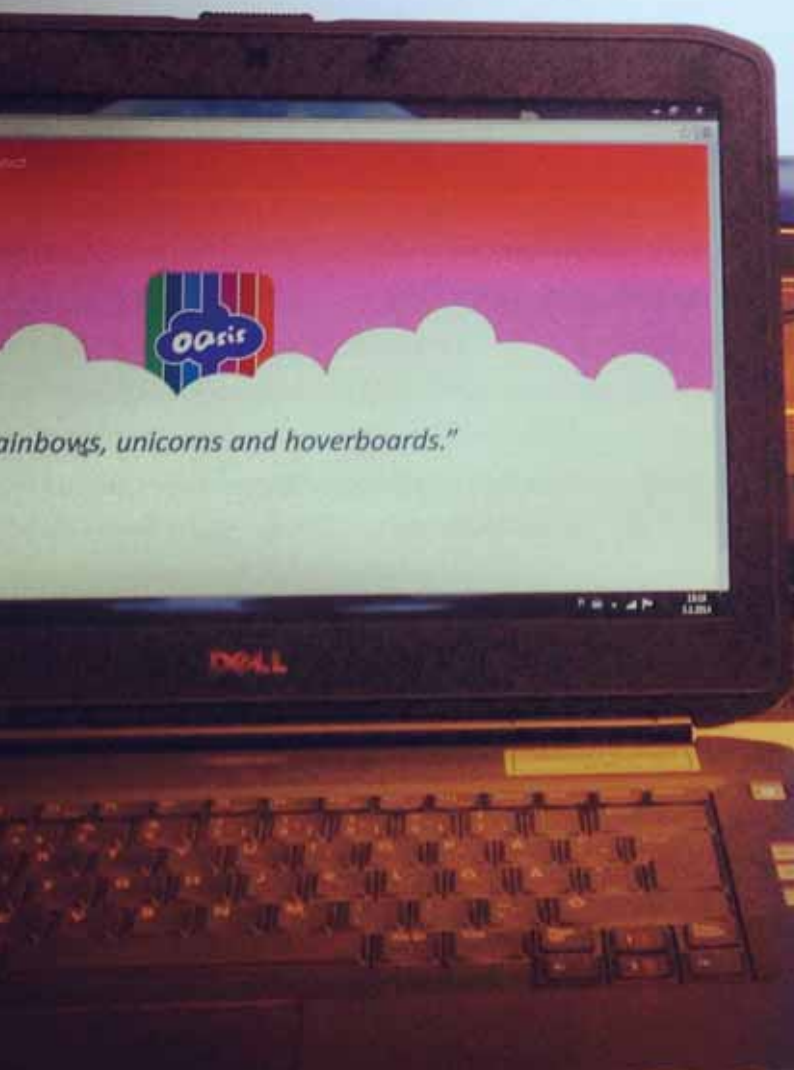
community. That unique spirit of the Hypermedia laboratory has later on inspired me to develop working and learning communities and environments. I have been fortunate to belong to this community where creative methods and environments are developed. Together, we have brought down the walls, leaving the color behind.

Study coordination and development of teaching have always been important to me. For me students are equal members of well working community. However, so far the learning spaces at the university have not fully supported this idea. In OASIS we wanted to create a common space for everyone. OASIS is a functional, beautiful, colorful, approachable, collaborative and diverse multimedia space that encourages social interaction. I have once again been fortunate to be part of a great project.

For me the best thing about OASIS are the people.



"Rainbows, unicorns and hoverboards."





ANTTI SYVÄNEN

researcher

My name is Antti Syvänen and I have been working as a learning environment and interactive media researcher at the University of Tampere since 2002. My interests lie in social learning environments' capabilities to drive learning and identity development.

I think the topological and affective aspects have a significant role in how we go about our business on campus. Making the campus accessible and pleasant for use, serves the University's groundstone philosophies. While the information should be free, we also need to be able to reach the people on

campus who embody the knowledge. While the technology is becoming ever more present in our work and interaction, we need to start thinking how personal devices can be used smoothly in our daily lives on campus. To make people interact is the key, and it will be interesting to see how different features support the interaction. Can we help people to think differently, especially about themselves and how they do things? If so then we are on a road to cultural transformation and are creating university identity for the 21st century.

OASIS as a process offered a lot of surprises. Some small details were laborious to conceive, some bigger ones were easy. As a result, making design decisions was at times difficult when not knowing the real impact for the end design. Luckily OASIS will never be finished but it will evolve according to the needs of people using it and in the end emergent social practices will be the innovation.

My favourite feature in OASIS is the elevated floor plan with spatially distributed affordances and ability to use your own devices for collaborative activity.





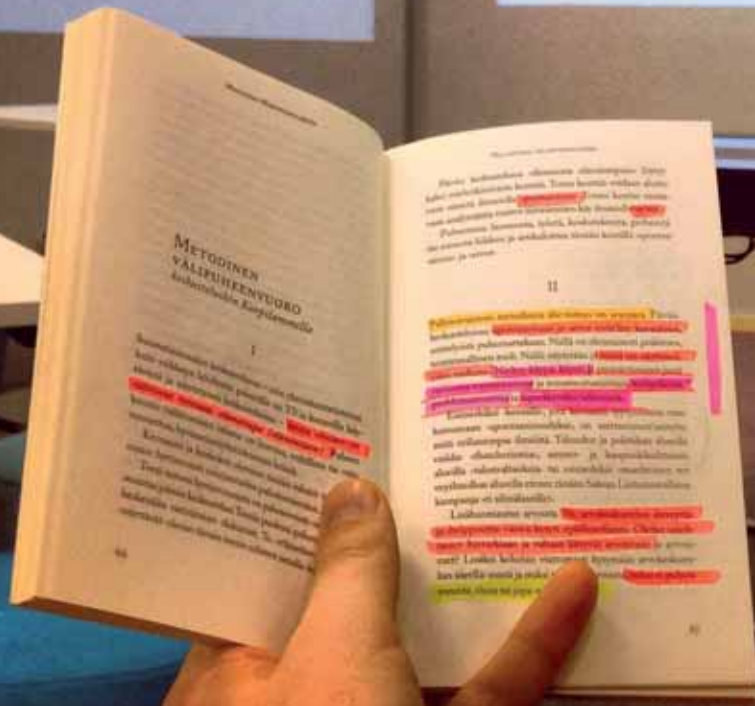
KATI ALHA researcher

I am Kati Alha, and I've been a game researcher at the University of Tampere since 2009. I did my master's thesis concerning innovations throughout the history of digital games. I've always been interested in games and game equipment and the evolution of the industry, and I see OASIS as a possibility to share this interest and information with others. It was a heart-warming experience to already see games from the 80s being played side by side with the newest generation of consoles during the beta phase, and I can't wait to see more of this.

Another aspect that I'm proud of about OASIS is that it sets to truly mix the staff and the students. Especially when I was mixing my studies and research work, I noticed how important it can be for students to be a part of the research culture, and how much research can benefit from active students. I anticipate that OASIS will be a great place to create and maintain these relationships.

I got associated with OASIS project since the early start at the idea phase, while working in the Indoor Environment program. When I heard about the rising stairs idea and the pipe beneath it, they instantly felt something that I would like to see here, but had my doubts if we could ever build something like that at the university. The construction process of OASIS was long and difficult, but in the end we got the stairs, we even got the pipe, and also a whole lot more.

My favorite place in OASIS is taking it easy on a beanbag chair on the top of the stairs, where I can see the whole area and everyone in it.





SAMI SEROLA

university teacher

My name is Sami Serola and I teach Information Studies and Interactive Media at the Finnish Open University. I also teach library development and expertise in the School of Information Science in Tampere. In practise I organize study materials and resources for the people to study collaboratively.

I became involved with the OASIS project when I was asked to help organize the library for the discipline of Information Studies and Interactive Media. There were several hundreds of books scattered around researchers' rooms and other locations around the School

of Information Science premises. My colleagues suggested we could arrange a course on library practise, to get students involved, learn some practical skills, and to get the books arranged.

Soon it was found out the project could be exceeded into development of future libraries, to find innovate new ways to organize, arrange and use library collections. In the future people may still read printed, but there will be also electronic books, journals and magazines. For all this OASIS can give a place to test and practise the library collection development and use. In the future the School of Information Science students and researchers may for example develop and test software and hardware to read electronic books, or to develop custom made book lending machines for printed material. OASIS is an ideal place for that, providing an open collaborative space to test new media.

For me in person, OASIS is a place to relax. My favorite thing in OASIS is to sit in an armchair, and have a cup of chocolate coffee.





TIMO NUMMENMAA

postdoctoral researcher

My name is Timo Nummenmaa and I work in the School of Information Sciences at the University of Tampere. I've been working at the University of Tampere in various positions and various projects, and have been employed by the University since 2008. In 2013, I defended my PhD in computer science which has a topic that ties together game research and formal methods.

My involvement with OASIS started with input on the audio-visual installation plan, but has been extending all the time. An example of this is the creation of talking seats, MurMurs, which will live in OASIS.

OASIS creates unique possibilities for its users. The multi-screen and multi-projector setup, unique furniture solutions and out of the ordinary architectural solutions, allow for inventive events and emergent activities.

Now that OASIS is open, I'm particularly looking forward to events which take full advantage of the screen sharing capabilities of the space and the multiple **big screen workstations**. An example of this can be team efforts, where teams can see what other teams are working on and can request certain information to be shown on larger projected screens. This also applies for events such as game tournaments, where the audience can choose what they want to view on a larger public screen. The best use for the setup is probably something we can't even imagine yet.

My favorite location in OASIS is the lower levels of the steps. The location ensures that I'm always in the center of the action.





HEIKKI TYNI

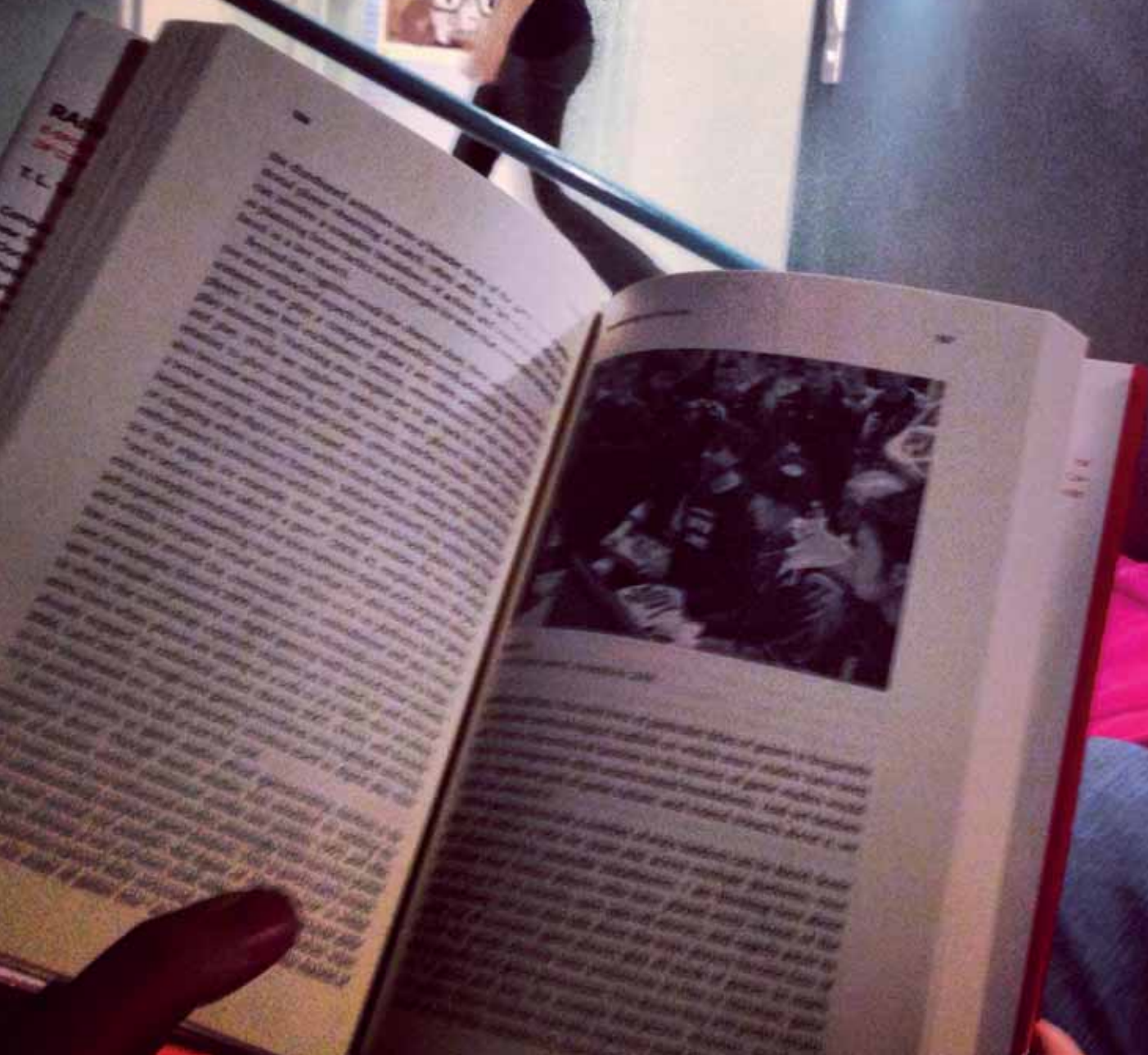
researcher

My name is Heikki Tyni and I work as a game researcher at the University of Tampere Game Research Lab. My current project, Hybridex, focuses on play experiences that combine physical and digital play in one way or another. Some of the key areas include game-toy hybrids such as Skylanders, 3D printed play objects, and digital services that rely heavily on physical objects or play at their front-end.

During the design stage of OASIS, I was involved in another project that studies playful environments, my focus area being creative offices. At the same time we had

meetings where we would bounce ideas for the new playful space to be built in the unit. In these meetings, one concept picture especially stood out: an eccentric book store in Bratislava that had an amphitheatre-like elevated floor. This picture was one of the main influences on the design of OASIS. Another design idea was to create a nature themed space - interiors mimicking grass, moss, tree shapes, etc. - something that would create harmonious ambience but could also act as sort of an "oasis in the desert" where people would come to relax and enjoy themselves. One of the pictures we especially liked was a design concept for an oasis-like outdoor wi-fi hot spot with a built "tree" under which users could relax. In the end, I think the design of OASIS managed to capture some of this nature themed ambience and, of course, is reflected in the name 'OASIS'.

Finally, the design of OASIS has in many ways influenced the design of the talking MurMur chairs. MurMurs are an attempt to create a hybrid object, a piece of playful furniture with a digital service, that would create playful ambience around it. MurMurs are tested primarily in OASIS where they have their peculiar conversations and hopefully bring a touch of magic into the unique playful space OASIS now has become. Besides MurMurs, my favorite feature in OASIS are the elevated steps.





KLAUS TÖRNVIST student

My name is Klaus Törnkvist and before I came to the university I had completed a **Bachelor's degree in engineering**. I have studied at the University of Tampere since 2011 and my major is nowadays Information Science and Interactive Media. I came to this program due to my love for games and urge to better understand why play has such an important role in our everyday life. So the OASIS project has been a great way to see how playfulness is designed to be part of a work environment.

As a student I look forward to see what kind of collaboration we are able

to create when staff and students are spending time in a shared room. For me, it would also be amazing to see how our unit could be more united due to **this new social space**. In the course of the project I have witnessed how more and more affordances are spread out in every corner of the OASIS: from movable furniture to stimulant environment. And I really am anxious to see how all the possibilities of OASIS will change our working culture. The librarian inside also imagines that OASIS could be something that libraries might be in the future; a space for informal social learning mixed with technologies that play an important role in our everyday life without ever forgetting the books.

From my point of view it has already been fruitful to be part of this project and work side by side with the rest of the group. I feel that my role has been to be a link between students and OASIS Team. During the project I have done my best to mediate expectations, questions, hopes and even fears from students to the team and vice versa. My more active role was to sort out practical issues, like how we can manage equipment loaning and arrangement of the books.

My favorite feature of OASIS are the versatile possibilities that the space has to offer: I can dive inside Warp and fall into a relaxing meditative state or stay in the middle of the flow of knowledge at the heart of OASIS.

Find us, follow us, play with us!

This is the beginning; ultimately
it is the people who make OASIS.
Follow the action, participate and
play with us!

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